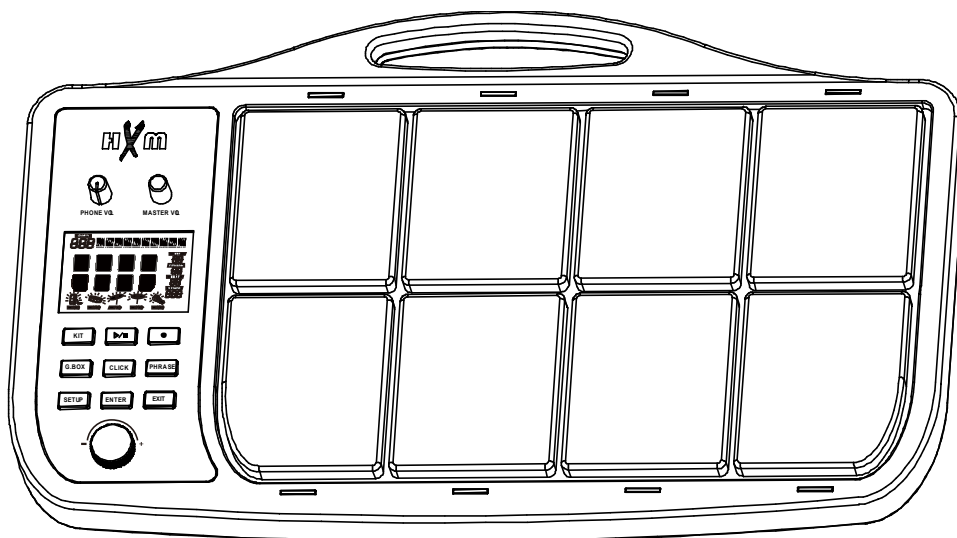




# HDP-01 DIGITAL DRUM USER'S MANUAL



## CAUTION

### CAUTION

Any changes or modifications in construction of this device which are not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

### WARNING

When using electrical products, basic safety precautions should always be followed, including the following:

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules.

Also, this equipment has been tested and found to comply with the limits for following standard:

EN55022-2006

EN55024:1998/+A1:2001/+A2:2003

EN55013:2001/+A1:2003/+A3:2006

EN55020:2007

EN61000-3-2:2006

EN61000-3-3:1995/+A1:2001/+A2:2003

These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

## TAKING CARE OF YOUR DRUM

**!** DO NOT ATTEMPT TO OPEN THE UNIT OR MAKE ANY CHANGE IN THE CIRCUITS OR PARTS OF THE UNIT.

### SERVICE AND MODIFICATION

This product should be serviced by qualified service personnel when,

- ♦ the power supply cord or the plug of the adaptor has been damaged,
- ♦ liquid has been spilled into the unit or it has been exposed to rain,
- ♦ the instrument does not appear to operate normally or exhibits a marked change in performance,
- ♦ the instrument has been dropped or the cabinet has been damaged.

### HANDLING AND TRANSPORT

- ♦ Never apply excessive force to the controls, connectors, pads or other parts of the instrument.
- ♦ Always unplug cables by gripping the plug firmly, not by pulling on the cable.
- ♦ Physical shocks caused by dropping, bumping, or placing heavy objects on the instrument can result in scratches and/or more serious damage.
- ♦ Carefully check the amplifier volume control before starting to play. Excessive volume can cause permanent hearing loss.

### CLEANING

- ♦ Clean the unit with a dry or light-wet soft cloth. Do not use paint thinner or petrochemical based polishes.

### LOCATION

- ♦ Do not expose the drum to the following conditions to avoid deformation, discoloration, or more serious damage,

- direct sunlight (near a window),
- high temperatures (near a heat source, outside, or in a car during the daytime),
- rain or excessive humidity,
- excessive dust,
- strong vibration.
- ♦ The unit shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the unit.
- ♦ The drum contains digital circuitry and may cause interference if placed too close to radio or television receivers. If interference occurs, move the drum further away from the affected equipment.

### POWER

- ♦ Only use attached power adaptor.
- ♦ Turn the power switch off when the drum is not in use.
- ♦ To avoid damage to the drum and other devices to which it is connected, turn the power switches of all related devices off prior to connection or disconnection of audio cables.
- ♦ Turn the power off if the main cable of the adaptor is damaged or the instrument is splattered with liquid.
- ♦ Do not switch the unit on and off in quick succession, this places an undue load on the electronic components.
- ♦ Unplug the AC power cord during an electrical storm.
- ♦ Avoid plugging the AC adaptor into the same AC outlet as appliances with high power consumption, such as electric heaters or ovens.

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## ABOUT MANUAL

The HDP-01 is a portable digital drum pad unit. It is for either desk-top or stand/rack mounting application. Please refer to the Chapter < INSTALLATION> for details.

Facilities provided by this unit include eight control buttons, data knob, custom back-lit LCD display, USB/MIDI interface, external trigger input etc. Please refer to the Chapter <CONTROL PANEL> and <BACK PANEL>.

The unit has 8 striking strength sensitivity pads and 5 external instruments can be connected. Please refer to the Chapter <PLAYIN PAD> and <EXTERNAL TRIGGERING> to get essential concept how to play them.

The unit has 80 preset pad kits for your choice. Each kit is a configuration of different instrument voices assigned to each pad which has unitary style for performance. Voices can be layered - two voices are assigned to a pad, they could be played in single, mixed or switch way depending on how hard striking the pad. There are 5 preset kits especially for expanded external instruments. This is very important feature of this drum. Please refer to the Chapter <DRUM KIT> for details.

The GrooveBox provides an interesting and unique feature for your performance and entertainment. In this mode, the pad triggers musical elements including drum kit beat and other instrument obbligato, effect sound and sequential notes. You can perform complete music by simple striking pads. There are 20 GrooveBox styles built-in for your choice. Please refer to the Chapter <GROOVEBOX>

You can record your performance and save it as one of the 30 user phrases. Then, you can play it back in loop. There are two modes of recording – Over Dub and Over Write, which allows you to edit the recording in real time. Also, there are 20 preset orchestration accompaniments can be merged into the phrase. Please refer to the Chapter <PHRASE> to learn how to record and play-back your own phrase.

Built-in editable metronome is one of the useful utilities. You can turn it On/Off any time. Please refer to the Chapter <METRONOME> to know how to use it.

Beside these basic performance features, the unit provides powerful edit function allows you to edit preset kit, for instance, assign voice to the pad (914 built-in voices give you large variety!), set its volume, pitch and pan, establish your own layer mode etc. Please refer to the Chapter <DRUM KIT EDIT>. If you are satisfying with the preset kit, you may ignore this chapter.

The Advanced Edit function allows you to fine adjust behavior of the pad and external instrument such as sensitivity, dynamic range etc, though the manufacturer already did it. If necessary, read the Chapter <ADVANCED EDIT> to learn how to do it to accommodate your taste.

Setup function allows you to setup overall parameters system parameters such as master tune, equalizer etc. You can also create custom sound effect module based on built-in high quality Digital Signal Processor (DSP). These functions are for more professional user. If you are interested in, please refer to the Chapter <SYSTEM SETUP>.

In case you want to recover factory default setting, the Reset function provide different way to do it. Please refer to the Chapter <RESET>.

Appendixes in the back of the manual provide detailed information of Kit list, GrooveBox list, Accompaniment list etc. Particularly, Flow charts show you how to operate the unit with pictorial diagrams. It is very helpful if you read it carefully.

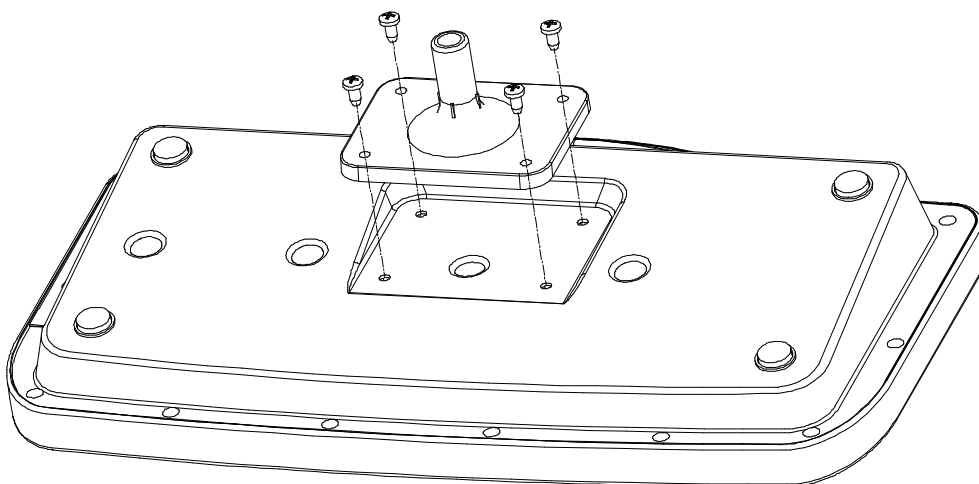
Please keep the Manual in hand or serve it in safe and convenient place for your frequent reference.

## INSTALLATION

### Support Board Installation

This unit is for desk-top application. It can be also mounted on stand or drum kit rack with support board installed.

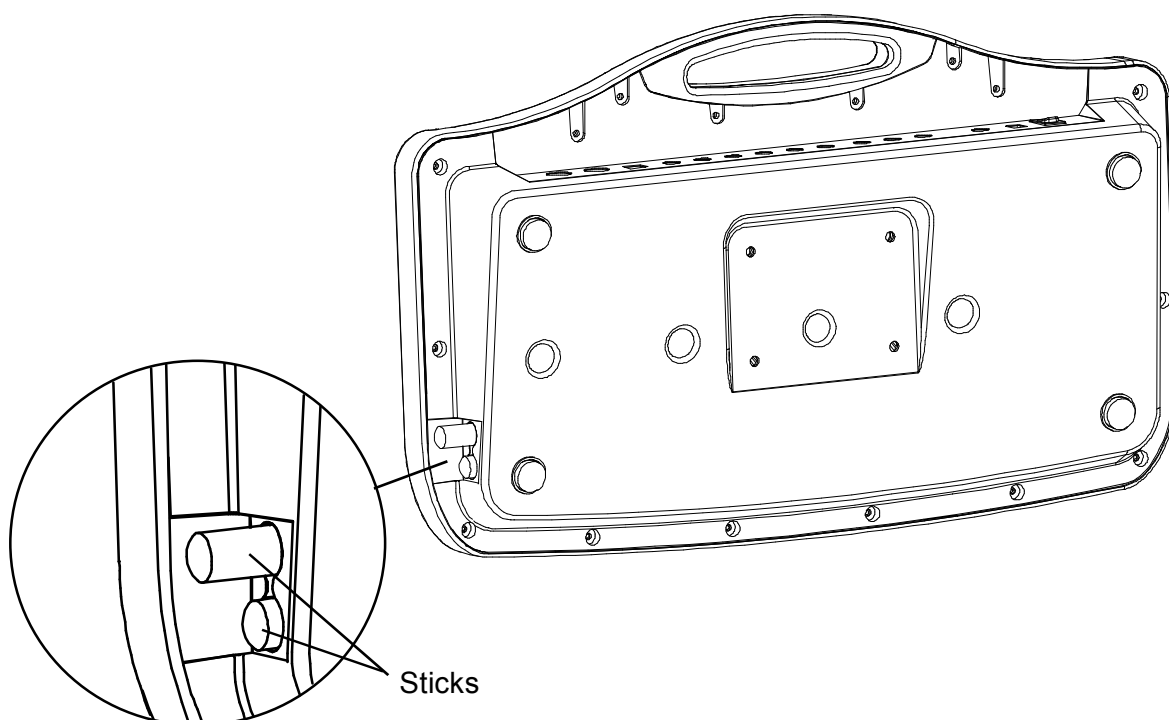
Align holes in support board and bottom of the unit, then insert four M6X12 screws and fasten it.



### Stick Storage

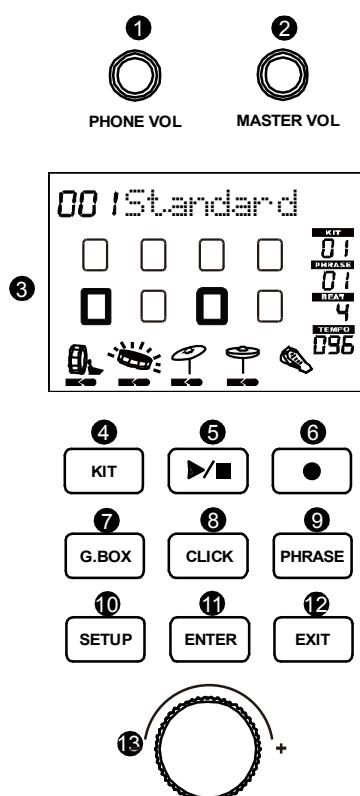
There are attached stick storage in the right side on the unit. Insert stick into the hole of the storage and push it until the stick hooks in and hear click sound.

Push it again, the stick will pop out.



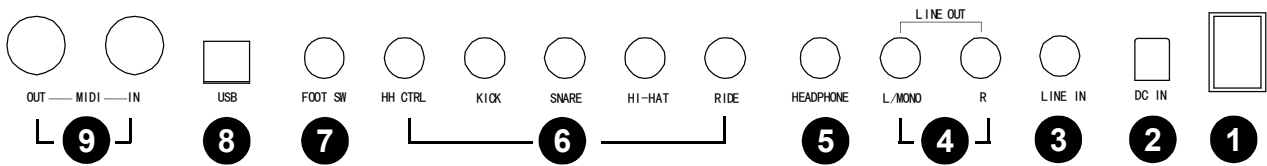


## CONTROL PANEL



- (1) **HEADPHONE VOL Knob:** Rotate the HEADPHONE VOL knob to adjust the headphone volume. Rotate the knob clockwise to increase the headphone volume and count-clockwise to decrease the volume.
- (2) **MASTER VOL Knob:** The Master Volume will affect both headphone volume and line out level. Rotate the MASTER VOL knob to change the master volume ranged 0 - 127. Rotate the knob clockwise to increase the volume and count-clockwise to decrease the volume.
- (3) **Display:** Information display such as Kit number and name, pad selection status etc. The display is back-lit LCD (Liquid Crystal Display) type.
- (4) **KIT Button:** Press this button to enter the Kit selection mode.
- (5) **►/■ Button:** Press the button to play or stop selected phrase
- (6) **● Buttons:** Press the button to record phrase.
- (7) **G.BOX Button:** With the GrooveBox feature, the pad triggers musical elements including rhythm, chord, effect sound and sequencer notes. Press the button to enter the GrooveBox mode.
- (8) **CLICK Button:** Metronome On/Off switch. Press and hold down this button for 2 seconds to engage metronome setup mode. When the metronome is engaged, indicator of the button will flash per current beat and tempo
- (9) **PHRASE Button:** Phrase is a short piece of music can be recorded by user. It can be played back in loop. Press the button to enter the Phrase mode.
- (10) **SETUP Button:** Enter the Setup mode to change many editable parameters
- (11) **ENTER Button:** Confirm your choice or operating
- (12) **EXIT Button:** Exit the current operation
- (13) **DATA Knob:** Rotate the knob to change data for all operations

## BACK PANEL



**(1) Power Switch:** Turn On/Off the sound module

**Note:** When you turn the power off, do not turn it on immediately. Wait at least five seconds to turn the power on so that the electronic circuits can properly reset.

**(2) Power In Jack:** Plug in the DC cable of the attached adaptor

**(3) Line In Jack:** Line In stereo audio input jacks will mix the supplied signal with the internal drum sound. It can be used to hook up items such as CD players, MP3 player etc.

**(4) Line Out Jack:** There is no built-in speaker in the drum. Line Out stereo audio output supplies the drum output signal to external amplification, such as home stereo, PA system or other stand alone amplifiers. If you connect with external mono system, stereo/mono adapter is recommended.

**(5) Headphone Jack:** The drum has stereo headphone jack. You can play in total silence without disturbing others in the room by plugging a set of headphones into the sockets.

**(6) Expand Trigger Jacks:** Connect external Ride cymbal, Hi-Hat cymbal, Snare, Kick drum and Hi-Hat control pedal through these jacks.

**(7) Foot SW Jack:** Plug in a foot switch pedal. The pedal can be assigned to data plus/minus, Start/Stop feature for easy operation by the pedal.

**(8) USB Jack:** The USB connector allows you to connect the drum directly to your computer's USB port. The USB interface is compatible with Windows XP/Vista and MAC. The computer will recognize the drum as Audio Device.

**(9) MIDI In/Out Jack:** This drum contains MIDI in and MIDI output ports which allow communication with other products equipped with MIDI interfaces.

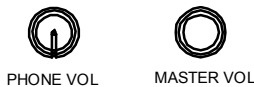
## PLAYING PAD

### TURN ON THE POWER

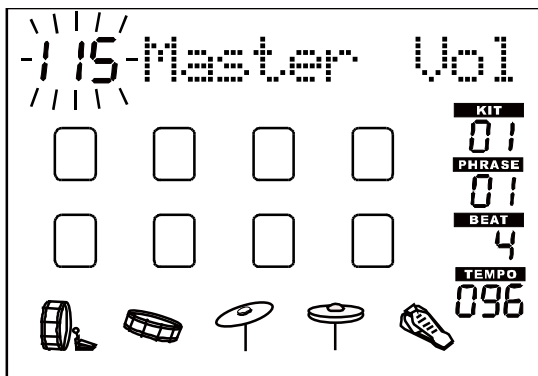
- (1) Adjust volume of external audio device connected with the drum to lower level.
- (2) Press the POWER button while don't strike pad.
- (3) Turn on external devices connected.
- (4) Plug in the headphone to the Headphone jack.

### VOLUME

Strike pad and adjust the volume to proper level.



The Master Volume will affect both headphone volume and line out level. Rotate the MASTER VOL knob to change the master volume ranged 0 - 127. Rotate the knob clockwise to increase the volume and count-clockwise to decrease the volume. The display will show the volume and it'll blink. Press the ENTER button to confirm your setting, or after about 5 seconds without any operation, it will return to the previous window automatically.

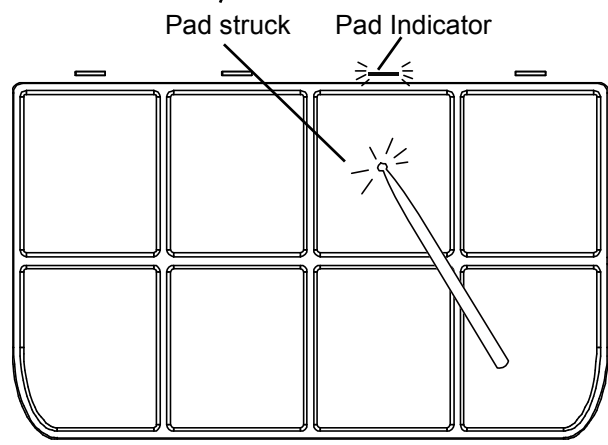
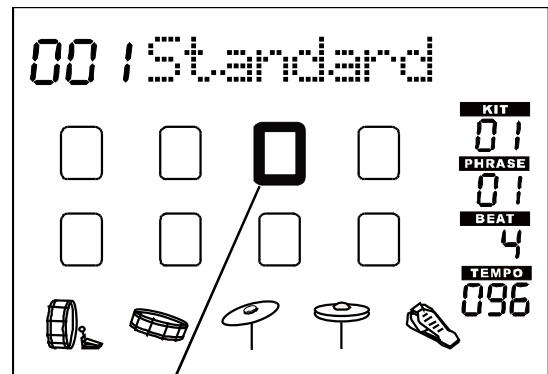


Rotate the PHONE VOL knob to control the headphone volume only.

### PLAYING PADS

All pads have striking force sensitivity feature. Strike the pad harder to make higher volume and strike the pad softer to make lower volume.

When strike a pad, its indicator will light up and corresponding block on the display will appear.



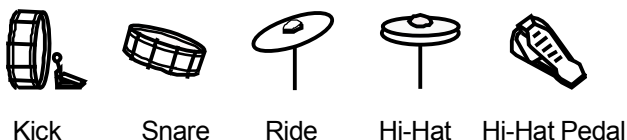
All pads have layer feature. Strike the pad softer to sound a voice and strike the pad harder to sound another voice. Please refer to Chapet <Drum Kit> for details.

## EXTERNAL TRIGGERING

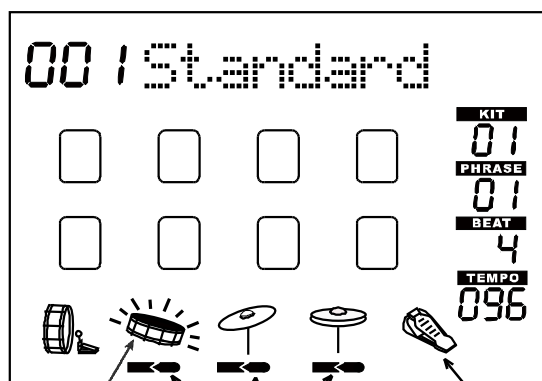
### EXTERNAL TRIGGERING

This unit can connect external instruments such as snare pad, ride cymbal, kick drum pad, Hi-Hat and Hi-Hat control pedal. The unit can be triggered by these external instruments.

Plug in the cable of the instrument to corresponding jack. Connection mark will appear underneath the external instrument icon on the display.

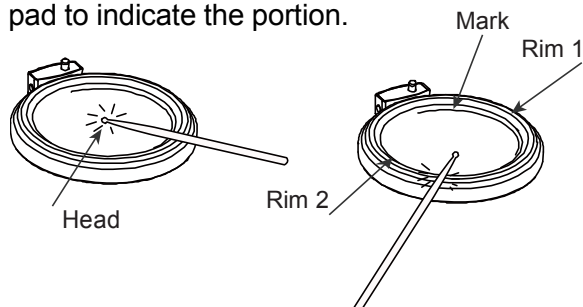


When play the external instrument, the external instrument icon will be triggered with ray symbol.



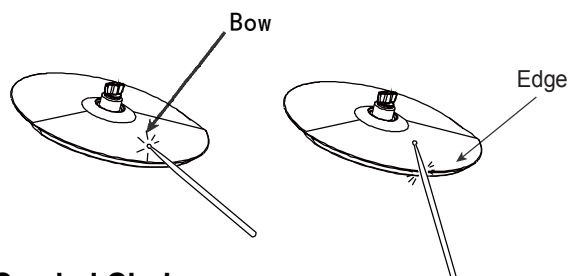
### Playing Snare Drum

Strike the central position (head) of the pad to make head sound, strike the rim of the pad to make rim sound. There are two rim portions with different rim sound. Also, there is a mark on the pad to indicate the portion.



### Playing Cymbal

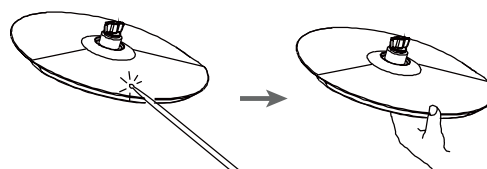
Strike the central position (bow) of the cymbal to make cymbal sound, strike the edge of the cymbal to make edge shot sound.



### Cymbal Choke

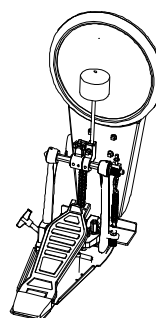
Strike the cymbal, its sound will sustain. Then squeeze the edge portion to mute the sound.

Please note that the Hi-Hat has no choke feature.



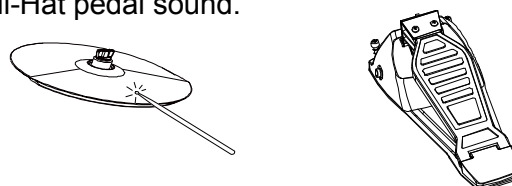
### Playing Kick Drum

Press the Kick drum pedal to make kick drum sound.



### Playing Hi-Hat

- (1) Strike the Hi-Hat pad without pressing the Hi-Hat control pedal to make open Hi-Hat sound.
- (2) Strike the Hi-Hat pad with fully pressing the Hi-Hat control pedal to make close Hi-Hat sound.
- (3) Strike the Hi-Hat pad while pressing the Hi-Hat control pedal gradually to make consecutive closed Hi-Hat sound.
- (4) Press the Hi-Hat pedal down quickly to make Hi-Hat pedal sound.



**CONTACT YOUR VENDER TO PURCHASE EXTERNAL TRIGGERING PAD**

## DRUM KIT

### KIT SELECTION

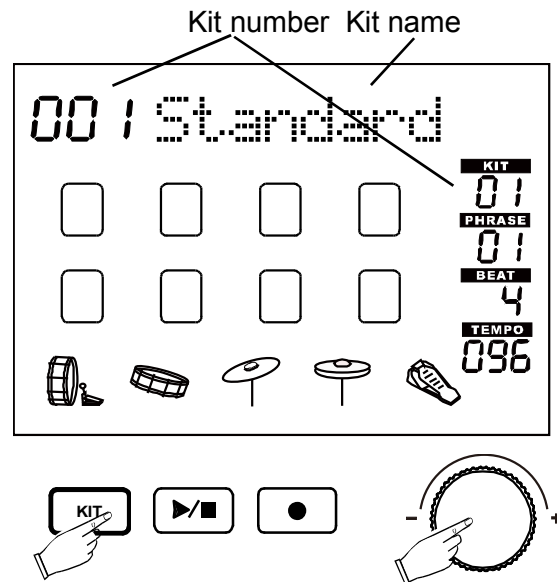
The kit is combination of different instrument voices assigned to each pad which has unitary style for performance.

#### 1. BASIC OPERATION

There are 80 preset pad kits for your choice. After power on and display initial information, it'll enter the pad kit selection mode automatically while the KIT button indicator will light up. The kit number and its name will be shown. The kit number also appears in the right side of the display.

In some other operation modes, you may press the KIT button to enter the kit select window directly.

Rotate the Data knob to select a pad kit you desire. Rotate the knob clockwise to increase the kit number and anticlockwise to decrease the kit number. All preset pad kit number and name are listed in the Appendix KIT LIST.



#### 2. USE PEDAL TO SELECT

You could also use foot switch pedal to select kit, if the pedal is connected. Press the pedal, the kit number will increase by one defaultly. You could set it for decreasing by one with the Setup function. **You can use the pedal as the Data Knob in many cases.**

Please refer to the Setup section in the manual for details.

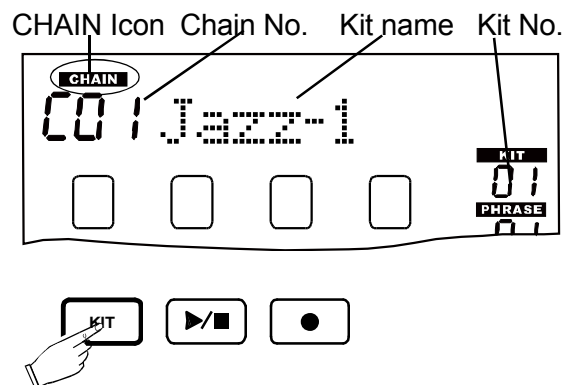
#### 3. CHAIN

It is often to change the pad kit during the performance. The Chain feature provides easy and fast way to change the kit. You can organize desired pad kits into a chain then call your favorite kit consecutively.

There are 10 pad kits can be stored in the chain.

In the Kit Selection window, The KIT button functions as a toggle switch to select normal select and Chain mode. Press the KIT button to engage the Chain mode. The Chain icon will appear and the Chain number with prefix 'C' and kit name will be shown on the top row. Its corresponding pad kit number will be shown in the KIT area in the right side of the display. Rotate the DATA knob to select Chain number..

Press the KIT button again to exit the Chain mode and turn to normal Kit Selection window.

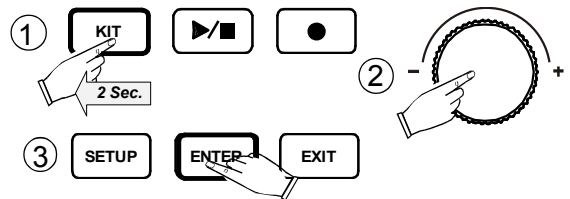
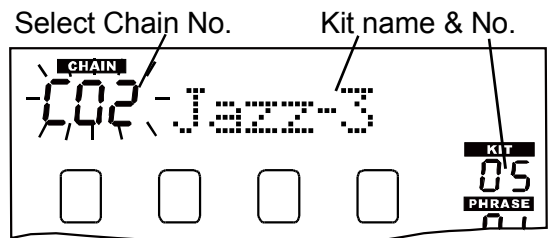


**Tip:** You can also change the chain number by pedal.

## DRUM KIT

### Assign Your Favorite Kit into the Chain

Select a pad kit in the Kit Selection window, Then, press and hold down the KIT button for 2 seconds. The current Chain number will blink. Rotate the Data knob to select desired Chain number to assign the current kit to it. Press the ENTER button to confirm your choice; or, press the EXIT button to cancel; then turn back to the normal kit select window.



### 4. EXTERNAL KIT SELECT

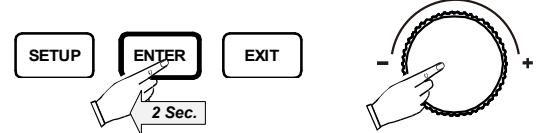
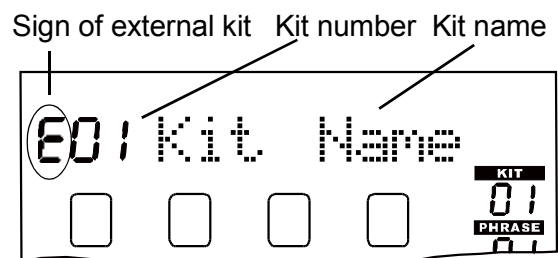
Each preset pad kit is bound with an external kit for expanded instrument. When external instruments are connected, they are played in voice assigned to the external kit. Default bound external kit are listed in the Appendix KIT LIST.

You can select another external kit. Press and hold down the ENTER button for 2 seconds, the external kit number with "E" prefix and its name will be shown.

Rotate the Data knob to select an external kit you desire. There are 10 external kits can be selected. Please refer to the Appendix EXTERNAL KIT LIST for details.

Press the ENTER button again to exit.

**Note:** This external kit selection is temporary. When you select new pad kit, the external kit will change to that bound with the pad kit. And your setting will be discarded.



## LAYER

### 1. LAYERING SOUND

In this mode, two voices are assigned to each pad. The sound layering depends on how hard you strike the pad (i.e. striking velocity). This feature allows you have more expressive performance. There are 5 layering types determining how the voice of Layer A and Layer B are arranged.

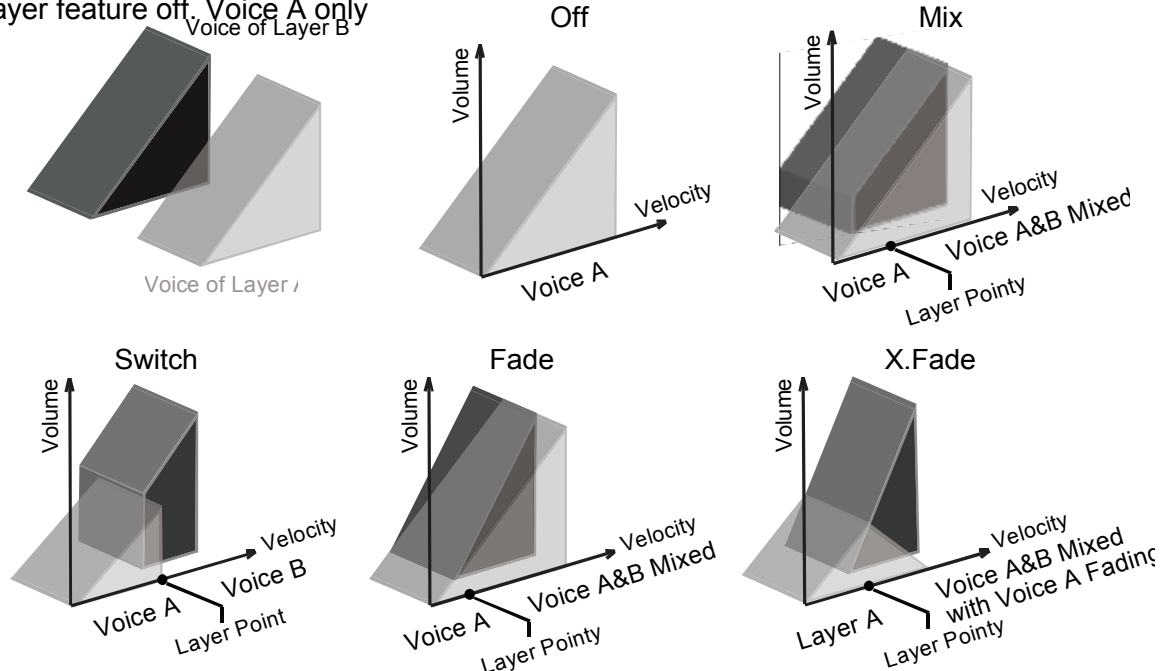
**Switch** - you'll hear voice A when strike softer and hear voice B when strike harder than the Layer Point.

**Mix** - You'll hear voice A when strike the pad softer and voice B will be added when strike harder than the Layer Point.

**Fade** - You'll hear voice A when strike the pad softer and voice B will be added gradually when strike harder than the Layer Point. The stronger the striking, the more the voice B will be added.

**X.Fade** - This is essentially the same as Fade, but Voice A will fade when strike harder than the Layer Point. The harder the striking, the more fades.

**Off** - Layer feature off. Voice A only

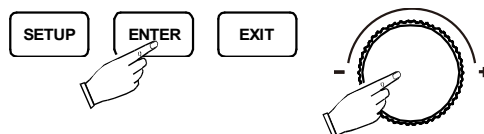
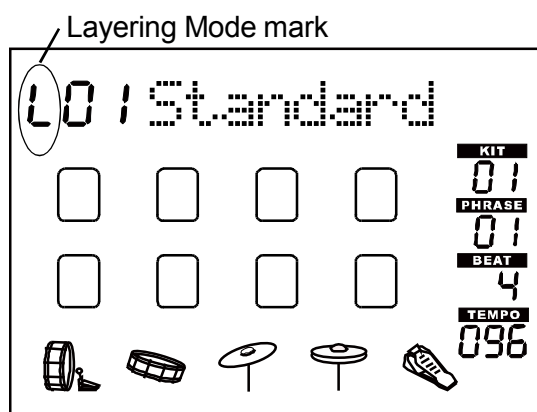


### 2. ENGAGE THE LAYERING SOUND MODE

In the kit select window, press the ENTER buttons to watch the current layering status. The prefix of the kit number will change to layer mode mark A, B or L. A represents no-layering but voice A only, B represents no-layering but voice B only and L represents Layer mode is engaged. Rotate the Data knob or press the pedal to change the mode. The display will return to normal kit number when you press the ENTER button again.

**Tip:** Purpose of switching to B is to give you voice B experience. It is not recommended as normal performance mode.

**Note:** Not all kits have layering sound feature. Please refer to <Kit List> for details. If the kit is not preset with the layering mode or the layer type is Off, it always show A when rotate the Data knob. If the kit is preset with layering mode, the default status is L ( Layering mode).





# GROOVEBOX

## INTRODUCTION OF THE GROOVEBOX

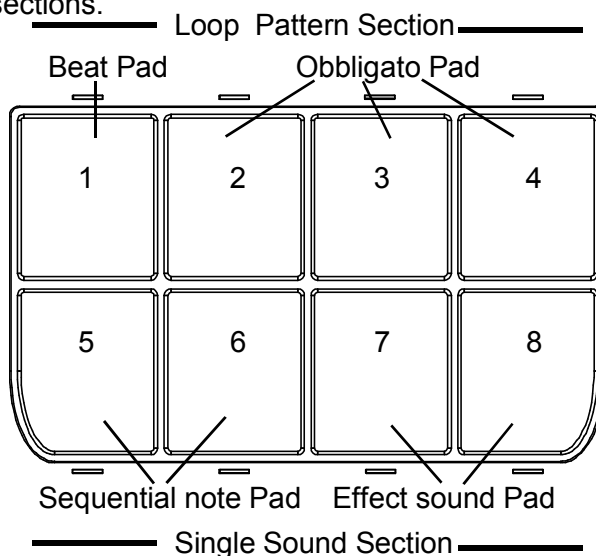
The GrooveBox provides an interesting and unique feature for your performance and entertainment. When you play pad with Drum Kit, each pad makes single sound (or two in the layer mode). With the GrooveBox, the pad triggers musical elements including drum kit beat and other instrument obligato, effect sound and sequential notes. They can be played individually or mixed together. Except the sequential notes, all of parts have multiple variations for your choice. Combining with these preset elements and your creation; you can perform complete music by simple striking the pad.

There are 20 GrooveBox musics built-in for your selection. Please refer to the GrooveBox List in the back of this manual for details.

In the GrooveBox mode, 8 pads are divided to two sections.

(1) 4 pads on top are for loop piece of the music triggering marked 1 - 4 here. Pad 1 is for drum kit beat triggering to determine the essential style. Pad 2 - 4 are for orchestral and percussion obligato playing. All of these parts are played in loop. Each part has 4 variations A, B, C and D. This is basic function of the GrooveBox.

(2) 4 pads on bottom are for single sound triggering added to the basic performance. They are marked 5 - 8 here. Pad 5 and 6 is for triggering sequential note. Every time when you strike the pad, one note will be triggered in preset sequence. Pad 7 and 8 is for triggering effect sound. Each part has 4 variations A, B, C and D. All of these parts are bound to the beat and obligato and its variations accordingly. Each pad in this section makes single sound once you strike it.



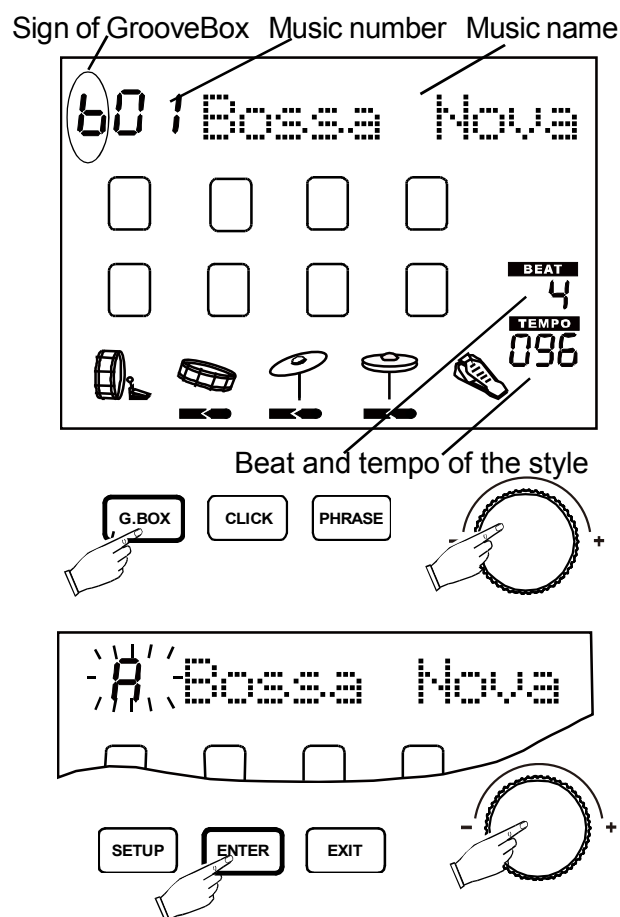
## ENTER THE GROOVEBOX MODE

Press the G.BOX button to enter the GrooveBox mode and its indicator will light up. The name of GrooveBox music and its index number with prefix "b" will be shown. The tempo and beat of it will appear on the right side of the screen.

Rotate the Data knob to select desired GrooveBox music, i.e. the index number.

(You can choose any variation as an initial variation to start play. Press the ENTER button, the index number will be replaced by variation code (A, B, C, D) and blink. Rotate the Date knob to select then press the ENTER button to confirm. ????)

Pressing the KIT button or press the G.BOX button again to exit the GrooveBox and turn to Kit mode.





# GROOVEBOX

## PERFORMANCE WITH THE GROOVEBOX

When strike the pad, its indicator will light up and corresponding block on the display will appear.

### 1. PLAY THE BEAT

Strike the Pad 1 to play beat in loop. Each beat style has 4 variations. Once you strike the pad soft, it'll change to the next variation in order of A to D. The variation change is seamless; the change will occur from the next note and keep the measure consecutively. Strike the pad hard to stop its playing from the next measure.

### 2. PLAY THE OBBLIGATO

You can have obligato adding to the beat or play it independently. Strike the Pad 2, 3 or 4, the obligato will start playing in loop. Each obligate pattern has 4 variations. Once you strike the pad soft, it'll change to the next variation in order of A to D. The variation change is seamless; the change will occur from the next note and keep the beat and measure consecutively. Strike the pad hard to stop its playing from the next measure.

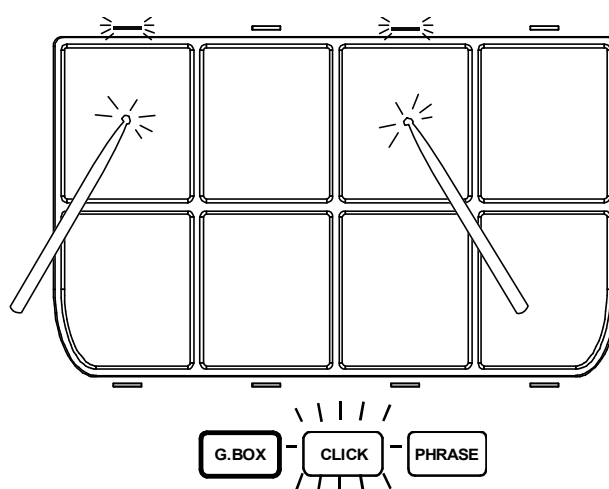
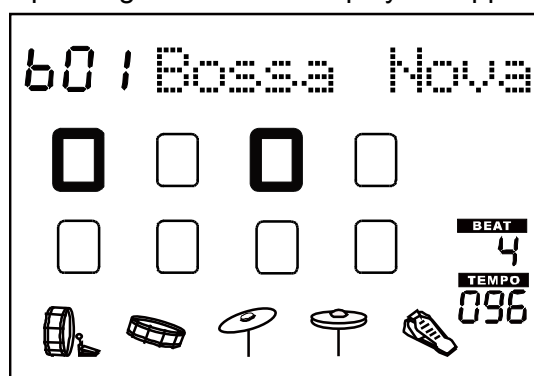
When you start play, the display will show pad status and its variation.

Rotate the Data Knob, the variation of working pads will change at same time based on the current variation individually.

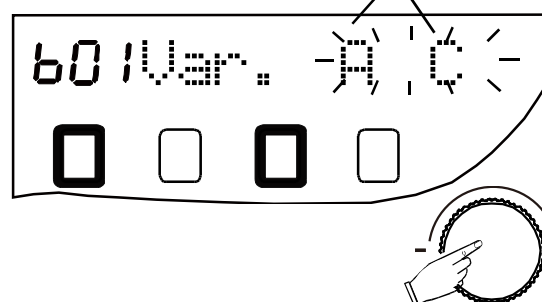
During the playing, you can add another part by striking relevant triggering pad. New part will be inserted at the next note of the current obligato or beat and keep the measure consecutively.

Also, you can start multiple parts at same time by strike these pads simultaneously.

The CLICK indicator will flash per beat and tempo of selected style.



Working pads and its variation



### 3. PLAY THE SEQUENTIAL NOTE

Besides the obligato, there is built-in simple sequencer. You can control when its note sounds step by step. Anytime when you strike pad 5 or 6, one note will be triggered sequentially. Only a single note is triggered once, therefore, you don't need to turn it off. Also, you can trigger two sequential notes at same time by strike both pad 5 and pad 6 simultaneously.

### 4. PLAY THE EFFECT SOUND

You can add special effect sound to your performance. Strike the Pad 7 or 8 anytime; you'll hear an

## GROOVEBOX

effect sound immediately. Only a single sound is triggered once, therefore, you don't need to turn it off. Each effect sound part has 4 different sounds. Once you strike the pad, it'll change to the next sound in order from A to D. Also, you can play two effect sounds at same time by strike both pad 7 and 8 simultaneously

**Note:** The initial variation can be select referring to the last page. Then, it'll change from the current variation by striking. The default setting of the initial variation is A.

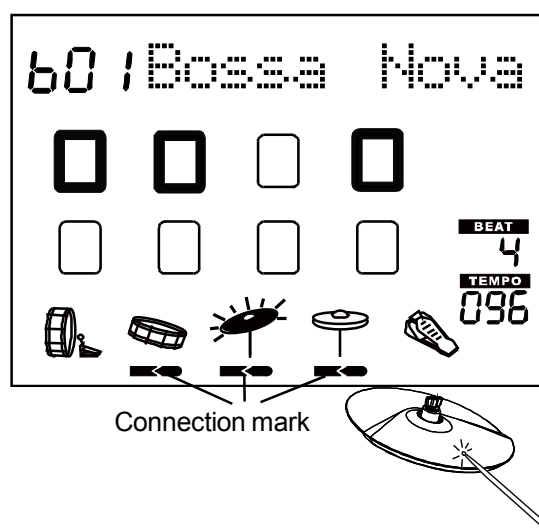
**Note:** Press the ►/■ button to stop all parts playing at same time.

### 5. PLAY COMPLETE MUSIC

You can compose your music by arranging parts per your taste in the way described above. You can play pads randomly and could also get amazing results.

**Note:** Normally, the variation change is in order from A to D. You could set random order in the Setup menu. Please see the Setup section of this manual for more information.

When external instrument is connected, you can also play it together with the GrooveBox performance.



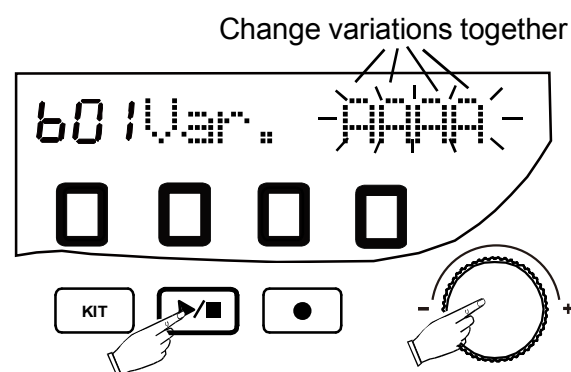
### 6. CHANGE THE G.BOX NUMBER DURING THE PLAYING

you can change the GrooveBox after all pads stopped by rotating the Data knob.

### 7. SYNCHRONIZED START

Alternatively, press the ►/■ button, after the CLICK indicator flashes 4 times, all the beat and obligato parts will start playing together. Then, you can use the Data knob to change variation of all parts together. You can strike the pad 5 - 8 to add effect sound and sequential note.

Press the ►/■ button again to stop all parts playing and exit the Synchro mode.



You can change the variation of a pad individually by striking the corresponding pad soft, or stop it by strike the pad hard. Please note, after this control for individual part, the Synchronized start is over and the Data knob is used for change individual variation as described above.

**Note:** In the GrooveBox mode, the pad 1 - 4 has no velocity sensitivity feature. It is for triggering the beat and obligato only. The pad 5 - 8 has velocity sensitivity feature, the harder the striking, the louder the volume.

## GROOVEBOX

### 8. METRONOME

Press the CLICK button to switch the metronome

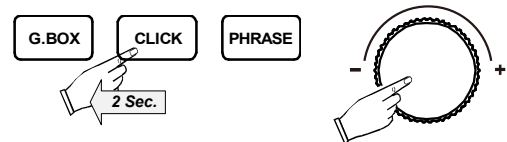
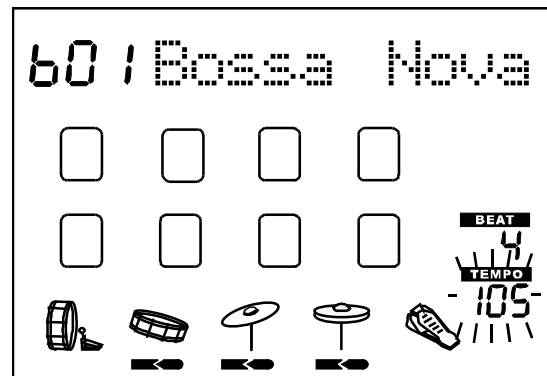
On/Off

### 9. ADJUST THE TEMPO

The beat and obbligato part share the same tempo. You can change the default tempo. When the GrooveBox mode is engaged, press and hold down the CLICK button for 2 seconds. The current tempo will blink in the right side of the display. Rotate the Data knob to change the tempo ranged 40 - 240 beat per minute. Press the ENTER button to confirm your setting and the tempo value will stop blink; or your setting will be confirmed automatically after 3 seconds.

#### **Note:**

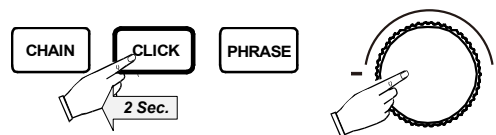
The tempo setting is effective for the current style only.



## METRONOME

In the Kit Selection mode, press the CLICK button, the metronome will start immediately. The metronome sound is louder at the first beat and lower for other beats. The CLICK indicator will flash per beat and tempo setting. The indicator will be lighter at the first beat. Press the CLICK button again to stop it.

When the metronome is working, press and hold down the CLICK button for 2 seconds to setup the metronome; and the indicator will blink. The metronome will keep sounding and response to your setting in real time.



Use the Data knob to setup. After parameter setting, press the ENTER button to confirm your setting and turn to the next parameter setting.

Press the Exit or KIT button to exit the setting and back to the Kit Selection window.

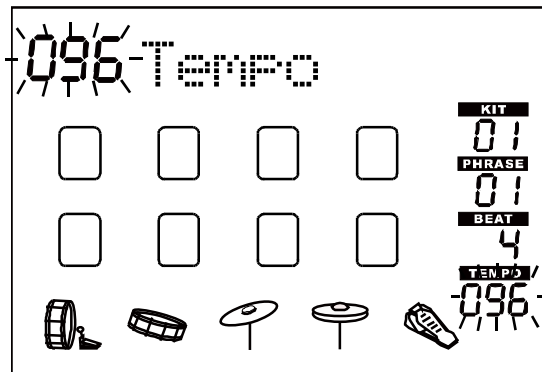
If you don't press any button; it'll turn to the Kit Selection after 3 seconds automatically.

**Tip:** If you do not want to change the current parameter, simply press the ENTER button to skip it.

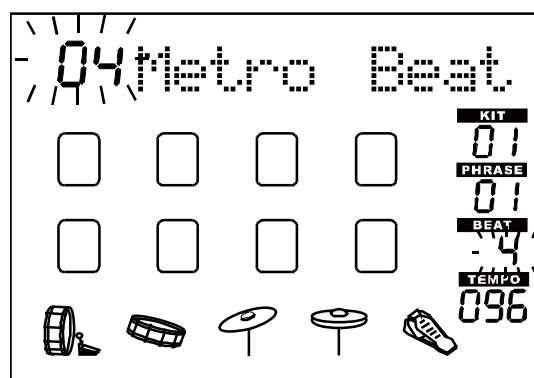
**Note:** After power off, all metronome settings will loose.

Following parameters can be changed.

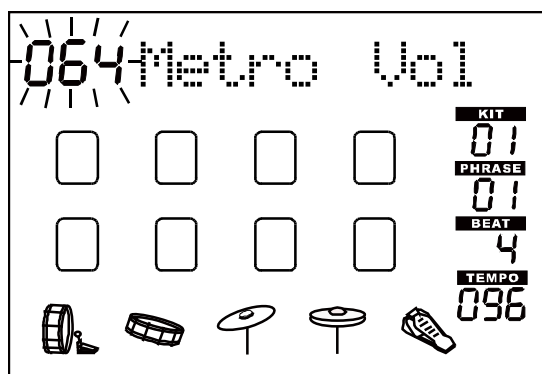
(1) Tempo\_- The current tempo will blink. Rotate the DATA knob to change the tempo ranged 40 - 240 beat per minute. The tempo will be also shown in the right side of the screen. The default tempo is 96.



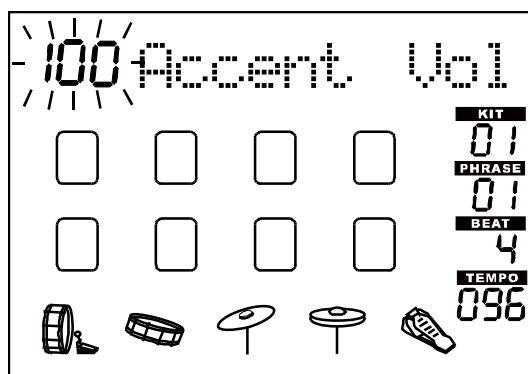
(2) Beat\_- the current beat will blink. Rotate the DATA knob to change the beat ranged 2 - 12. The beat will also be shown in the right side of the screen. The default beat is 4.



(3) Volume\_- The current metronome volume will blink. Rotate the DATA knob to change it ranged 1 - 127. The volume for the first beat could be louder. It can be setup in Accent Volume.



(4) Accent Beat Volume\_- The current accent beat (the first beat) volume will blink. Rotate the DATA knob to change it ranged 1 - 127.



## SOUND EFFECTS

The drum is equipped with Professional Digital Signal Processor (DSP) that generates sound effects applying to the original sound to improve sound quality or change characteristic of the sound.

These effects are classified to three categories: Reverb, Chorus and Delay. You can choose one of the effect types from a category, and enable/disable it individually or all together. You cannot use two or more types of the effect in the same category at same time.

These effects are applied to enter unit but not for individual pad or external instrument. The unit pre-sets particular effects set for each drum kit, when you change the drum kit, the preset effect set will be bound with it, except that when you change the kit during phrase record or phrase playing the effect kit will stay on the original setting.

You can use the Kit Edit function to change the presetting for each kit such as switch On/Off the effect, change the effect type and its global level. Though effects are applied to enter unit globally, the drum provides utility to adjust effect level for each pad or external instrument, i.e. voice, separately. Please refer to the DRUM KIT EDIT Chapter for details.

You can create your own effects to fit your taste, or simply for fun, please refer to the SYSTEM SETUP Chapter for details.

### Reverb Effect

There are 27 selectable types of the reverb effect.

Reverb effects simulate sound natural reflection from walls and ceilings of various halls, rooms. In addition, there are several other reverb effects such as Gated Reverb and plate.

- Gated Reverb: add ambience only while the original signal is still sounding. As soon as the signal falls below a threshold, the reverb is automatically cut off
- Plate: simulate plate type reverb with their tight, dense early reflections and sharp reverb buildup
- Echo: It is a reflection of sound, arriving at the listener some time after the direct sound.

### Chorus Effect

There are 23 selectable types of the reverb effect.

Chorus effects thicken the sound or make one sound like many. There are many types of effects in this category:

- Chorus: An imitation of multiple sounds with the same timbre and pitch converge and are perceived as one.
- Phaser: It creates a sweeping effect. Its sound is similar to that of flanging.
- Flange: It combines two copies of the same sound, with the second delayed slightly, to produce a swirling effect.
- Tremolo: An imitation of reiteration of sound.

### Delay Effect Edit

There are 6 selectable types of delay effect.

Delay effect plays sound back after a period of time. You can add Delay effect to Chorus or Flange effect.

**Equalizer** is another kind of sound effect application.

It adjusts the tone of sound by strengthening or weakening the energy of specific frequency to achieve desired balance, for instance, to boost bass, brighten treble, moderate alto voice etc.

There are 8 types of built-in equalizer for your choice. You can create your own 4-band equalizer by the SYSTEM SETUP function.

The SOUND EFFECTS LIST in the back of the Manual presents all effect types for your reference.

## PHRASE

You can record your performance and save it as one of the 30 user phrases. Then, you can play it back in loop. The phrase records your playing in real time, you can also edit it to make it perfect. There are 20 built-in orchestration accompaniments can be added to the phrase, styles of which include Pop, Hip-Hop, Electronic, R&B, Funk etc.

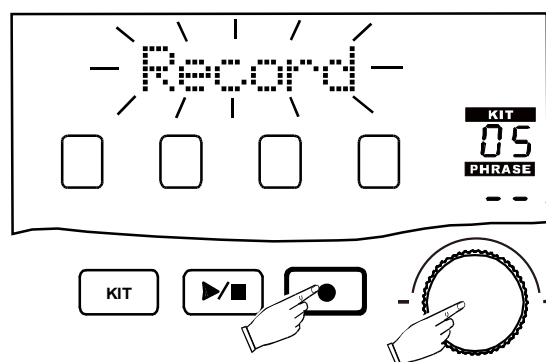
### ENTER THE RECORD MODE

The unit provides 3 ways for your recording. One of them must fit your desire.

#### 1. Easy Record

In this way, you don't need to setup anything. All of your current settings will be applied for the recording, including kit selection, effects setting, metronome setting etc. You can record 16-measure phrase in Overdub mode without accompaniment. In the Kit select window, press the **●** button to enter the record window. Rotate the Data Knob until "Record" display appears and blinks, press the ENTER or the **●** button to start recording immediately.

**Note:** The phase number in the right side of the screen will be "- -".

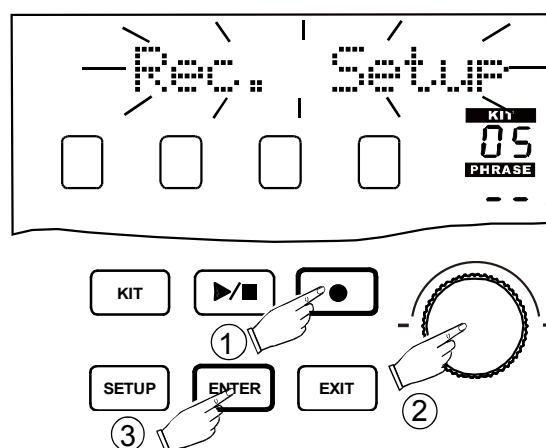


#### 2. Record with Sophisticated Setting

If you want to change some of the default settings, for example, increase the measure, add accompaniment, change the recording mode, even change the kit and effects setting, you need to enter the Setup window.

In the Kit select window, press the **●** button to enter the record window. Rotate the Data Knob until "Rec. Setup" appears and blinks, then press the ENTER button to start setup.

**Note:** The phase number in the right side of the screen will be "- -".

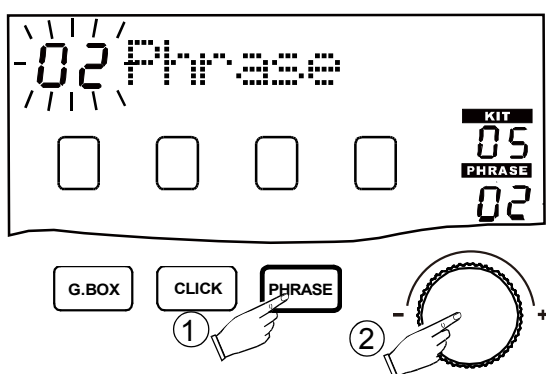


#### 3. Recording Based on a Phrase

If you already have phrase recorded, you could use its frame for new recording or edit it. In the kit selection window, press the PHRASE button to enter the phrase select window. Use the Data knob to choose a phrase. You can listen this phrase in advance by pressing the **▶/■** button and press the button again to stop it. Then, press the **●** button to enter the record window.

If you want edit this phrase without change settings, rotate the Data Knob until "Record" appears and blinks, then press the ENTER button or the **●** button to start edit.

If you want to create new phrase based on the

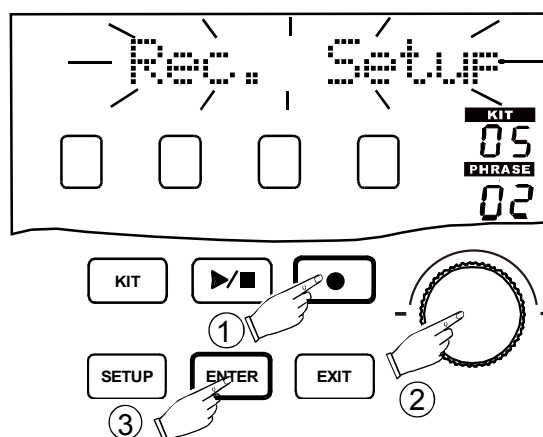


## PHRASE

current frame or change settings of this phrase, rotate the Data Knob until “Rec. Setup” appears and blinks, then press the ENTER button to start setup.

**Note:** The selected phase number will be displayed in the right side of the screen.

Please refer to the RECORD SETUP section of this chapter for more information.



## RECORDER SET UP

**Use the Data knob to change parameter of the item; then press the ENTER button to confirm your setting and turn to the next item.**

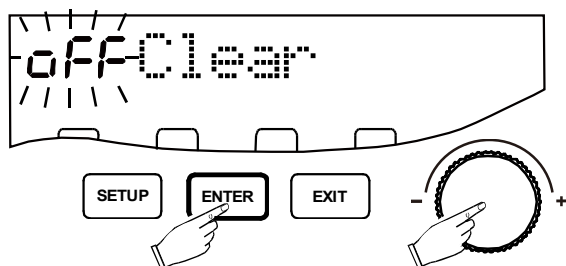
**Tip:** If you don't want to change the current setting of an item, simply press the ENTER button to skip it and turn to the next item.

Press the ● button to exit the record setup and start recording immediately. The settings you have done will go into effect. Press the EXIT button to back to the entry of the Record window.

Items can be set are as follows:

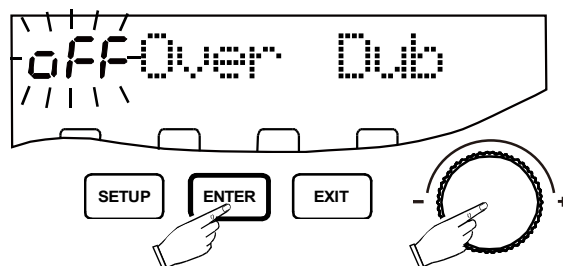
### 1. CLEAR THE PHRASE

- If you enter the setup window from the phrase select & play window, the setup will be based on the phrase selected. There are two options: Clear contents of the phrase and leave its frame to create new phrase, or keep its contents recorded for further edit with the record function. Rotate the Data knob to select On to clear or OFF not to clear, then press the ENTER button to confirm. If you enter the setup window from the kit window directly, this item will skip automatically.



### 2. RECORD MODE

- There are two record mode: Over Dub and Over Write. After finish recording for all measures, it'll restart from the first measure for further recording with contents recorded. The Over Dub mode provides possibility to add more notes and sound tracks to the previous recording. The Over Write mode provides the possibility to replace contents in certain measure with newly playing. The display will show the current mode status, i. e. the Over Dub mode is On or Off. Over Dub off represents Over Write mode is On. Rotate the Data knob to change the mode then press the ENTER button to confirm.



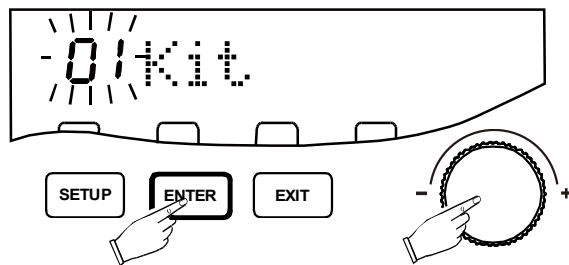


## PHRASE

### 3. SELECT A KIT FOR RECORDING

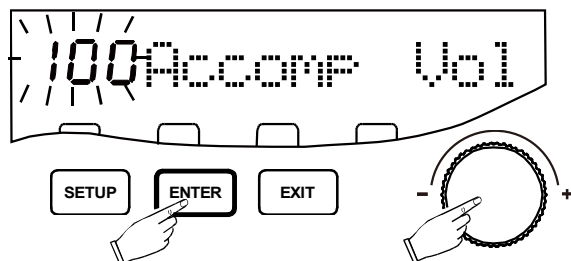
- The current kit selected appears and its number is blinking. Rotate the Data knob to select kit you desire. Press the ENTER button to confirm and turn to the next item.

If the CHAIN mode is engaged, you will select kit in chain.



4-2 Accompaniment volume - To change the accompaniment volume by rotating the Data knob. The volume range is 0 - 127. If the accompaniment was set to OFF in previous step, this item will be skipped automatically.

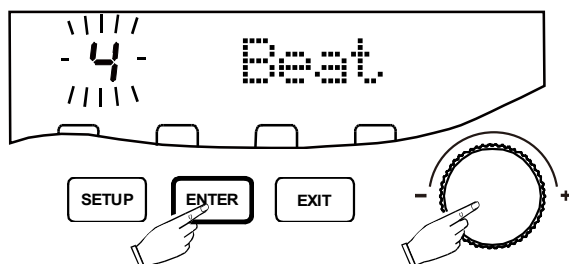
**Note:** If you enter the setup window from the phrase select & play window, this item will skip automatically.



### 6. BEAT SETTING

- This item for you to set now many beats per measure. If the metronome is engaged, it'll sound per this setting. The current beat appears and blinks. Rotate the Data knob to select beat per measure you desire. The available beat is 2, 3, 4, 5, 6, 7, 8 and 9. Press the ENTER button to confirm and turn to the next item.

**Note:** If the accompaniment is selected or you enter the setup window from the phrase select & play window, this item will skip automatically.

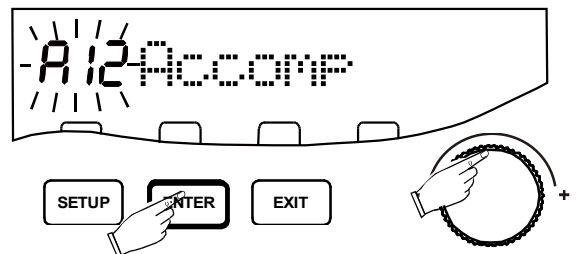


### 4. SELECT ACCOMPANIMENT

4-1 Accompaniment setting - Select accompaniment by the Data knob. The range of the accomp number is 1 - 20 with prefix "A".

Press the ►/■ button to listen it in advance. Press the button again to stop it. After select a accomp then press the ENTER button, it'll turn to the next item to set accomp volume. If you choose OFF, the record will have no orchestra accomp. After press the ENTER button, it'll skip this step and go to the Reverb setting.

**Note:** If you enter the setup window from the phrase select & play window, this item will skip automatically.

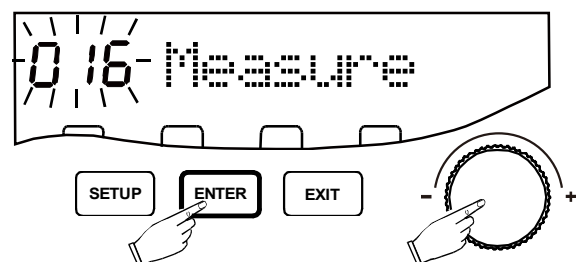


### 5. MEASURE SETTING

- This item for you to set the maximum measure of your record. The current measure setting will appear and blink. Rotate the Data knob to set the measure you desire. The available measure setting is 4, 8, 16, 32 and 999. "999" represents free measure but the Max. measure is 999. Press the ENTER button to confirm and turn to the next item.

**Note:** If the accompaniment is selected, the measure is fixed by the accompaniment. Normally, its length is 8 or 16 measure. This item will skip automatically.

**Note:** If you enter the setup window from the phrase select & play window, this item will skip automatically.

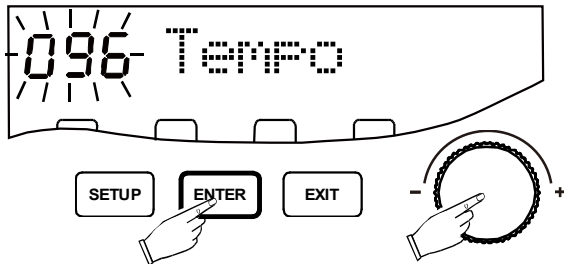




## PHRASE

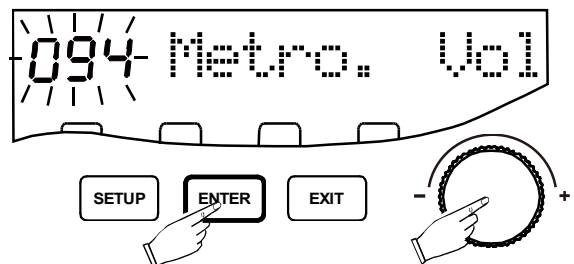
### 7. SET TEMPO

- This item for you to set the tempo. If the metronome is engaged, it'll sound per this setting. The current tempo appears and blinks. Rotate the Data knob to change the tempo. The tempo range is 40 - 240. Press the ENTER button to confirm and turn to the next item.



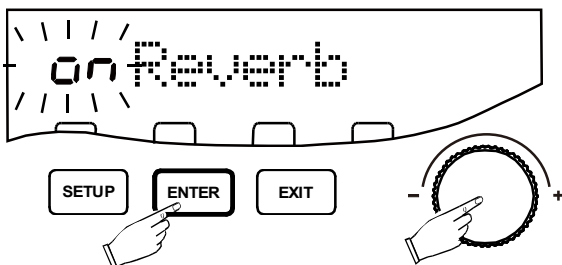
### 8. SET METRONOME VOLUME

- This item for you to set the metronome volume. Rotate the Data knob to change the volume. The volume range is 0 - 127. Press the ENTER button to confirm and turn to the next item.

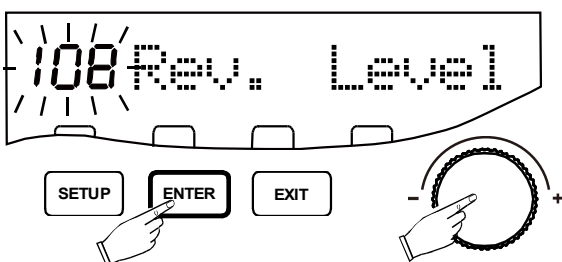


### 9. REVERB EFFECT

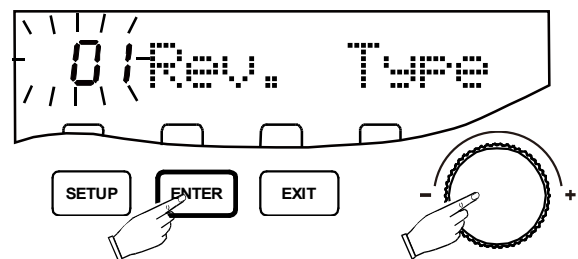
9 -1 Reverb Effect Switch - Switch reverb effect On or Off by rotating the Data knob. If it is set to On, after press the ENTER button, it'll turn to following steps to select reverb type and set its level. If you choose Off, it'll jump to the chorus setting directly. Please refer to Kit Edit section of this manual for more information about reverb.



9-3 Set Reverb Level - The current reverb level will blink. Rotate the Data knob to set the level ranged 0 - 127. If the reverb was set to off in previous step, this item will be skipped automatically. Please refer to Kit Edit section of this manual for more information about the reverb.

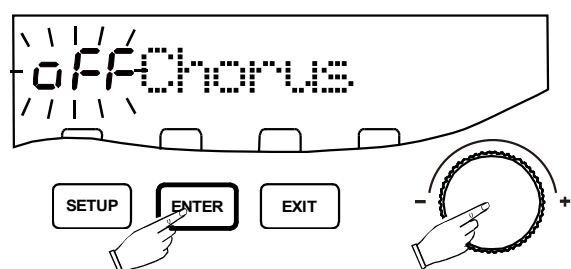


9 -2 Select Reverb Type - There are 27 reverb types for your choice. The current type code will blink. Rotate the Data knob to select. If the reverb was set to off in previous step, this item will be skipped automatically. Please refer to Kit Edit section of this manual for more information about the reverb.



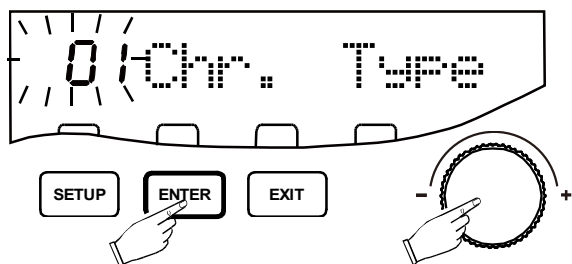
### 10. CHORUS EFFECT

10-1 Chorus Effect Switch - Switch chorus effect On or Off by rotating the Data knob. If it is set to On, after press the ENTER button, it'll turn to following steps to select chorus type and set its level. If you choose Off, it'll jump to the beat setting directly. Please refer to Kit Edit section

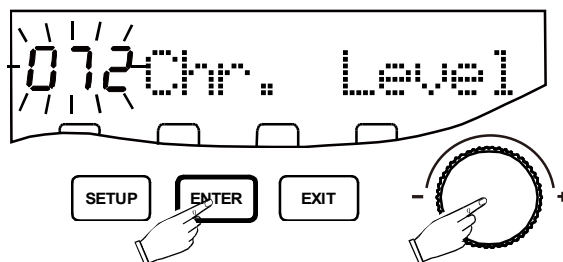


## PHRASE

10-2 Select Chorus Type - There are 23 chorus types for your choice. The current type code will blink. Rotate the Data knob to select. If the chorus was set to oFF in previous step, this item will be skipped automatically. Please refer to Kit Edit section of this manual for more information about the chorus.

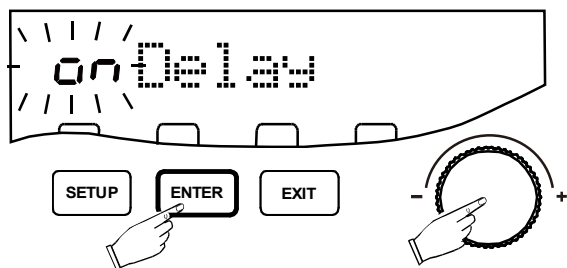


10-3 Set Chorus Level - The current chorus level will blink. Rotate the Data knob to set the level ranged 0 - 127. If the chorus was set to oFF in previous step, this item will be skipped automatically. Please refer to Kit Edit section of this manual for more information about the chorus.

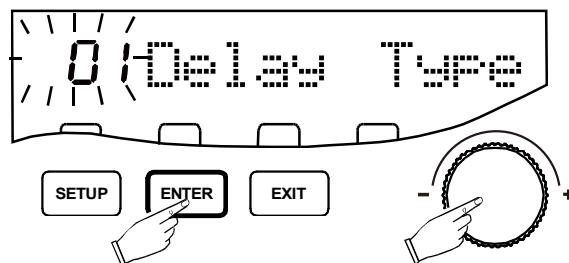


### 11. DELAY EFFECT

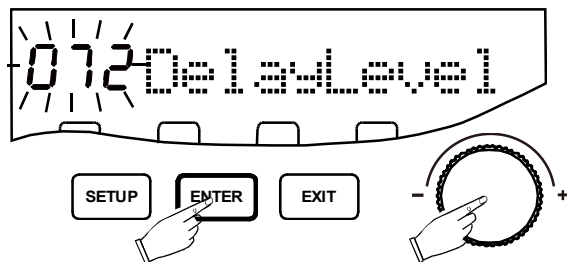
11 -1 Delay Effect Switch - Switch delay effect On or Off by rotating the Data knob. If it is set to On, after press the ENTER button, it'll turn to following steps to select delay type and set its level. If you choose Off, it'll jump to the item select window directly. Please refer to Kit Edit section of this manual for more information about delay.



11-2 Select Delay Type - There are 6 delay types for your choice. The current type code will blink. Rotate the Data knob to select. If the delay was set to oFF in previous step, this item will be skipped automatically. Please refer to Kit Edit section of this manual for more information about the chorus.



11-3 Set Delay Level - The current delay level will blink. Rotate the Data knob to set the level ranged 0 - 127. If the delay was set to oFF in previous step, this item will be skipped automatically. Please refer to Kit Edit section of this manual for more information about the delay.



## PHRASE

### RECORDING

In any stage of the record setup procedure, press the **●** button to start record with the current setting.

The indicator of the **●** button will flash and you'll hear 2 measures count-in metronome sound and "Ready..." will appear on the display. After then, record will start instantly no matter you start play pad or not. The record indicator will stop flash and stays lighting while the CLICK indicator flashes with current beat and tempo accordingly. The display will show preset measure number of the phrase and recording measure count in real time.

If you have selected an accompaniment style, it'll play as background music for your drum performance.

When you finish the last measure recording, the metronome count-in will start again. Then, it'll return to the first measure for you to continue recording based on recorded contents.

When the Over Dub mode is engaged, recorded contents will play back. You can add more sounds or tracks to the current recording. This mode provides an easy way to complete your phrase step by step.

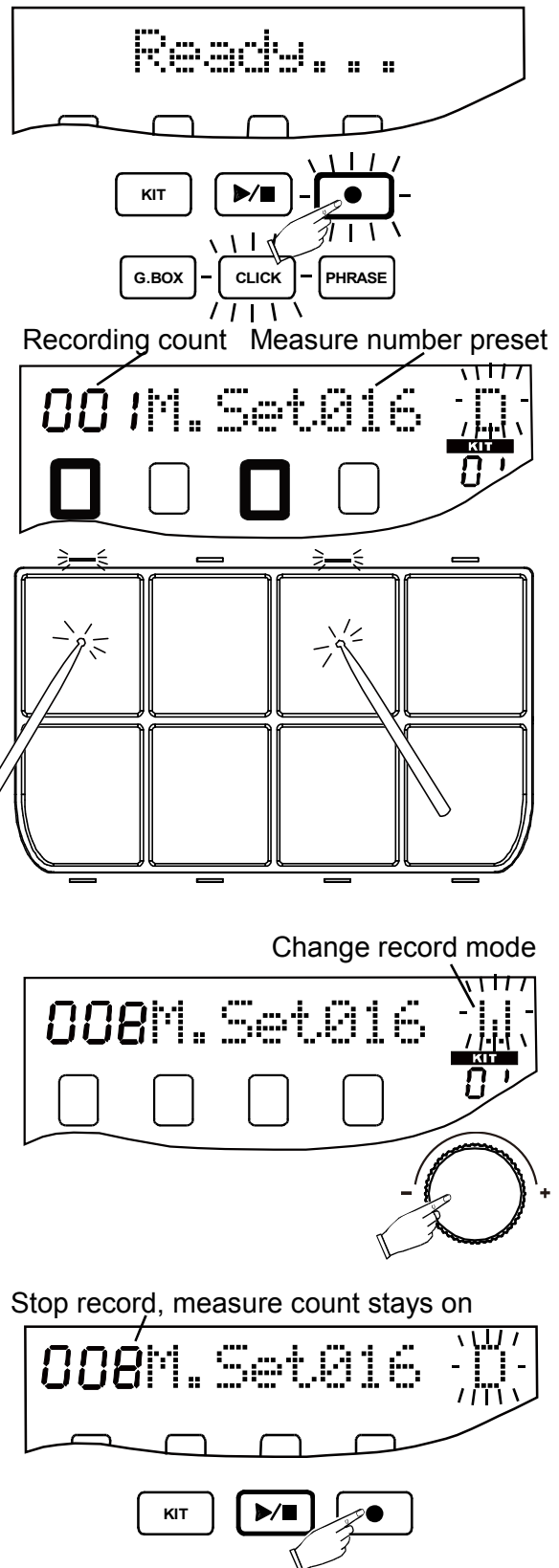
When the Over Dub mode is off, it is in the Over Write mode. Recorded contents will also play back. When you play pads, the contents of the current measure will be deleted and replaced with your newly performance for this measure. This mode provides a way to edit your recording.

The mode mark appears in the most right of the first row. "D" represents as Over Dub and "W" represents as Over Write. You can change the record mode by rotate the Data knob while the mode mark is blinking.

Press the **●** button any time to stop the recording instantly and the measure count will stay on.

**Note:** If the recording stops by pressing the **●** button, all recorded contents will be in reserve. Press the button again to continue record from the first measure.

**Tip:** If the measure is set to "999", the maximum recording measure is 999. It wouldn't repeat automatically unless 999 measures recording are finished. Normally, it seldom occurs because of too many measures. You should press the **●** button to stop the record and press the **●** button again to continue the recording from the first measure. In this way, you can have free measure record.



## PHRASE

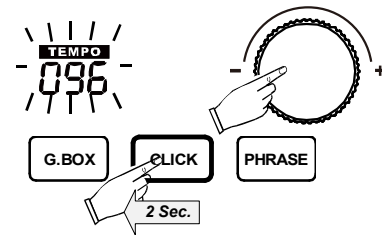
During the recording, you can change drum kit by pressing the KIT button. The current kit number in the right column of the display will blink. Use the Data knob to select kit then press the ENTER button to confirm your choice and exit the setting, or, it'll exit automatically after 3 seconds. The kit number will stop blink.

**Note:** If the Chain feature is engaged, the kit number will change with the chain.

**Note:** The sound effects configuration will stay in original setting, though every kit has its own effects configuration.

During the recording, you can change the tempo by pressing and hold the CLICK button for 2 seconds. The current tempo in the right column of the display will blink. Use the Data knob to change it then press the ENTER button to confirm your setting and exit the setting, or, it'll exit automatically after 3 seconds. The tempo will stop blink.

During the record, you can turn the metronome sound On/Off by press the CLICK button.



## PLAYBACK CURRENT RECORDING

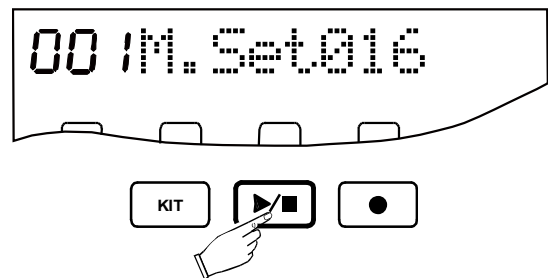
When the recording is stopped, press the ►/■ button and its indicator lights up. After 2 measure count-in, you'll hear what you recorded from the first measure. The measure count will be displayed as well. The playing repeats in loop until you press the ►/■ button again to stop it and its indicator will quench.

**Note:** If you stop the recording by pressing the ● button before the end of the last preset measure, only measures you recorded before the stop point will play back.

During the playing back, you can play pads but it'll not be recorded.

You can change the tempo, drum kit and turn On/Off the metronome in the same manner described above. Tempo and drum kit changes you made will go into effect. This utility is helpful for you to get idea how to modify your recording.

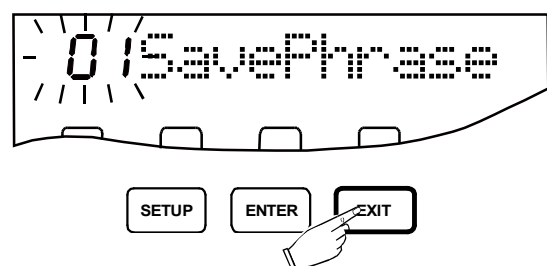
**Note:** There is no mode mark in the display and you cannot change the record mode here. When the playing is stopped, pressing the ● button to re-enter the record stage to modify your recording with the preset measures.



## SAVE RECORDING

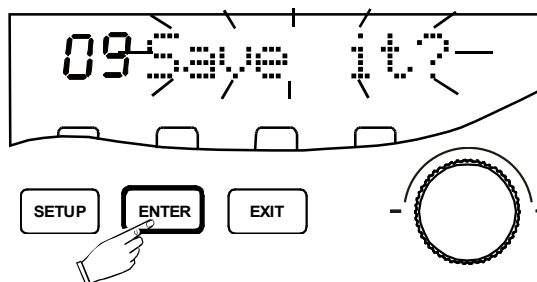
You can save your recording as user phrase. The capacity of the drum is to save up to 30 phrases.

When recording or playing back stops, you can enter the save window by pressing the EXIT button. The first available phrase number will appear and blink.



## PHRASE

Press the ENTER button to save it and turn to the phrase select window. Or, you could change the phrase number to save using the Data knob. If this number is used for previous recording, the display will warn you "Save it?" because it will replace existing phrase with new one. Press the ENTER button to save it and turn to the phrase select window.



If you don't want to continue the saving procedure, you have three options:

Press the ● button to go back to the recording stage.

Press the ►/■ button to go back to the playing stage.

Press the EXIT button to the phrase select window.

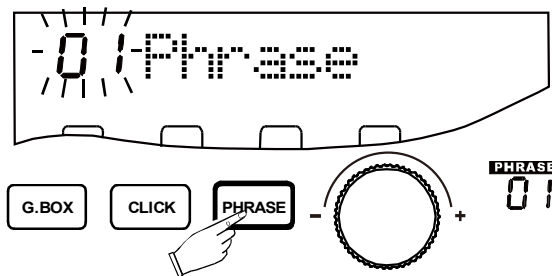
**Note:** If you press the EXIT button, your record will be lost.

**Tip:** This is the only way to give up current recoding operation.

## PLAY PHRASE

All saved user phrases can be played.

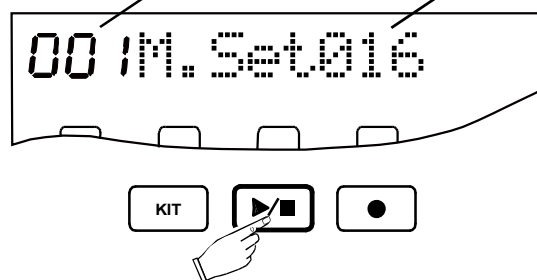
In the kit selection window, press the PHRASE button to enter the phrase select window. You can select phrase within all available numbers. The available number will appear and blink. Rotate the Date knob to select phrase.



If there is no phrase saved, the display will say "No phrase"; after 3 seconds, it'll turn to the record setup window with default settings for you to establish a phrase.

Press the ►/■ button; after one measure count-in, the phrase playing will start. Press the button again to stop the playing and measure count goes to 001.

Measure count    Measure number preset



There are four play mode which is selected in the Setup function.

- Single Once: Play single phrase once. It'll stop after finish the playing.

- Single Repeat: Play single phrase repeatedly until press the ►/■ button to stop.

- All Once: Play all phrases once starting from the current selected phrase. It'll stop after finish all phrases playing.

- All Repeat: Play all phrases starting from the current selected one repeatedly until press the ►/■ button to stop.

During the playing, the measure number of this phrase and its real time count will be displayed.

You can change the phrase by the Data knob during the playing. After 2 seconds of the selection, new phrase will start play.

## PHRASE

You can change the tempo, drum kit and turn On/Off the metronome in the same way described in the RECORDING section.

In the phrase playing stage, you can enter the record or erase operation directly.

Press the ● button to enter the record setup with the contents and frame of current selected phrase for your new recording or edit.

Press the ENTER button to enter the Erase window.

Press the PHRASE button again, or press the EXIT button to exit the phrase window and turn to the Kit selection window.

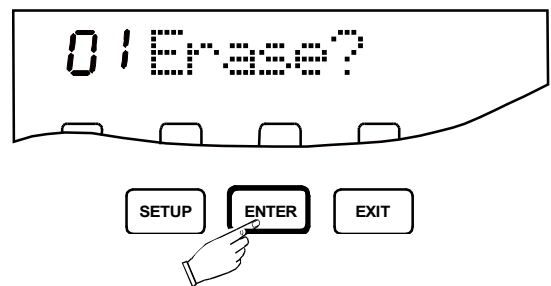
### ERASE PHRASE

In the phrase select window, press the ENTER button to enter the phrase erase window. The current phrase number and “Erase?” will appear on the display.

Press the ENTER button to erase this phrase and go back to the phrase select window.

Press the EXIT button to cancel the erasing operation and go back to the phrase select window.

**Note:** Be careful! The erased phrase is unrecoverable.



## DRUM KIT EDIT

A pad kit consists of 8 drum pads with different voice. There are 80 preset pad kits for your choice. If you connect external instruments through external triggering input jacks, there are 5 selectable preset kits specially for the external instrument. All of these preset kits can be edited. You can assign voice to each pad, set its volume and pan etc. Please note that some parameters are for entire kit but not for individual pad such as sound effects type etc.

In the Kit select window, press the SETUP button. There are 4 modes can be selected. Rotate the Data knob until "Kit Edit" appear then press the ENTER button to confirm.

**Note:** Before kit edit operation, you should select a pad kit to be edited.

Press the EXIT button or SETUP button again to exit and turn to the Kit selection window.

### PAD KIT EDIT

#### 1. PAD KIT EDIT PREPARING

##### (1) Enter the Pad Kit Edit

After entering the Kit Edit, you have three optional items: "Pad Kit", "External" and "Global". Rotate the Data knob until "Pad Kit" appear then press the ENTER button to confirm. Press the EXIT button to exit and back to the Kit Edit window.

##### (2) Select Parameter

There are many parameters can be edited.

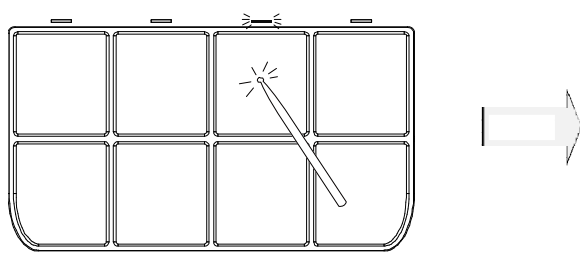
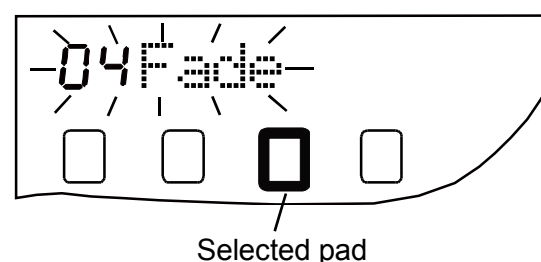
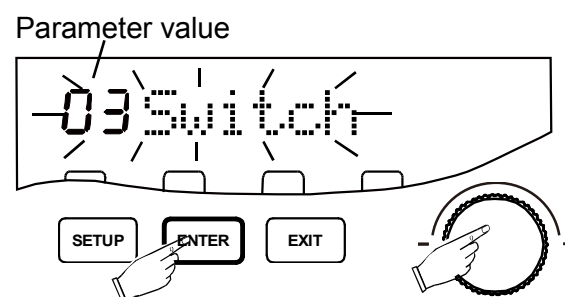
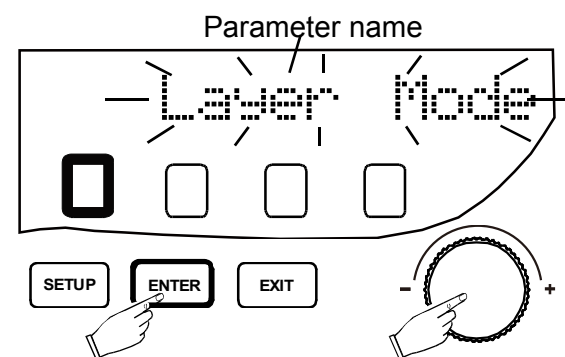
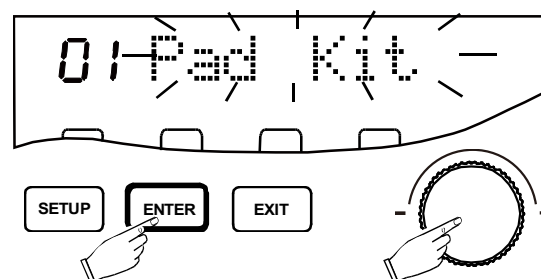
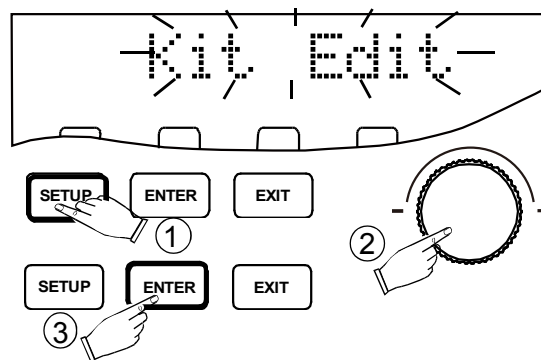
The first parameter name will appear and blink. Rotate the Data knob to select parameter you want to edit, press the ENTER button to confirm.

##### (3) Select a Pad to Edit

Each pad in the pad kit is editable separately. After entering the Pad Kit edit window, the default pad to edit is Pad 1. You can select another one by striking the pad, its indicator will light up and corresponding block on the display will appear.

#### 2. EDIT PARAMETERS

When the parameter value appears and blinks, rotate the Data knob to set the parameter, press the ENTER button to confirm and turn to the next parameter to edit.

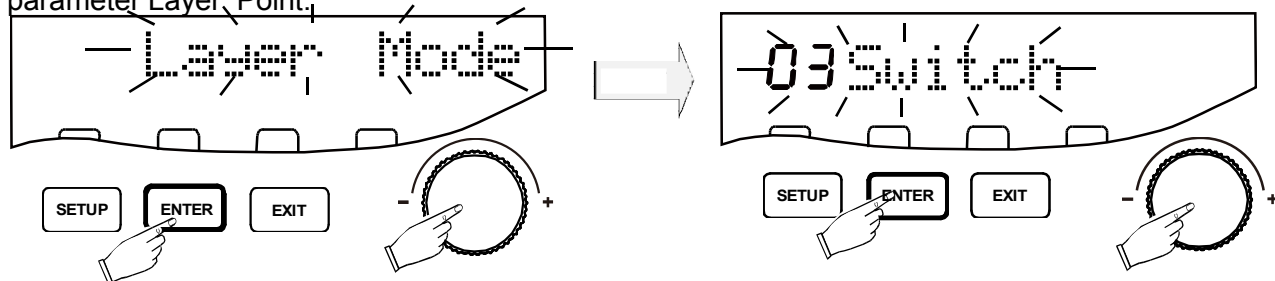




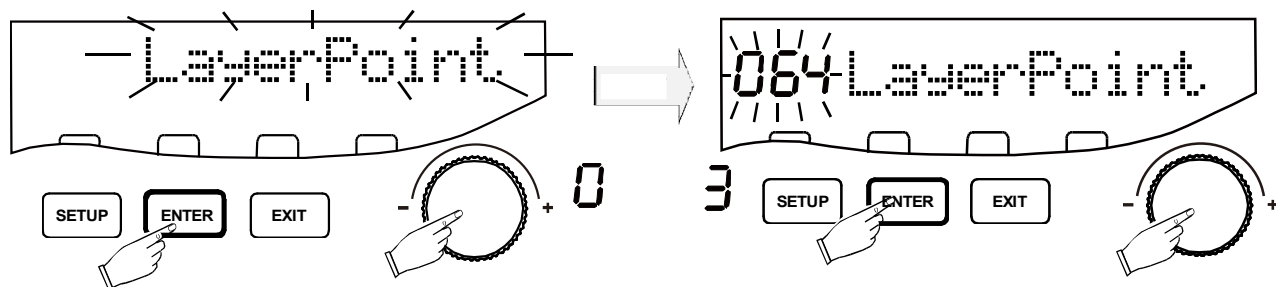
## DRUM KIT EDIT

### (1) LAYER

1-1 Layer Mode - The parameter name is "Layer Mode". Select layer mode from 01 Off, 02 Mix, 03 Switch, 04 Fade and 05 X.Fade. Rotate the Data knob to select then press the ENTER button to confirm. If you choose Off, it'll jump to the voice setting directly; otherwise, continue to edit the next parameter Layer Point.



1-2 Layer Point - The parameter name is "LayerPoint". This edit item is available when the layer mode selected is not "Off", otherwise it'll be skipped. The range of the point is 0 - 127. Rotate the Data knob to set the layer Point, then press the ENTER button to confirm. Please refer to the LAYER section of the <DRUM KIT> chapter in this manual for details.

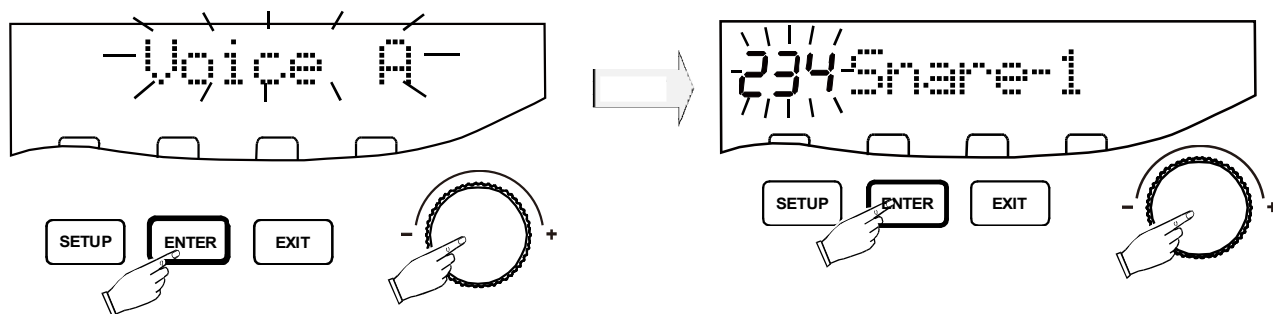


**Each pad could be layered so that it has two voice assignments separately. Also, each layer has multiple parameters such as volume, pan etc should be setup separately. These parameters are marked with "A", "B" to identify which layer it belongs to. If the layer mode is Off, or turn layer off in the Kit Selection window, only parameters with "A" mark go into effect.**

### (2) LAYER A EDIT

#### 2-1 ASSIGN THE VOICE

The parameter name is "Voice A". Assign voice to the pad selected. If the layer mode is not "Off", this assignment is for the layer A. The range of the voice number is 1 - 914. Rotate the Data knob to select voice, then press the ENTER button to confirm. Please refer to <VOICE LIST> in this manual for details.

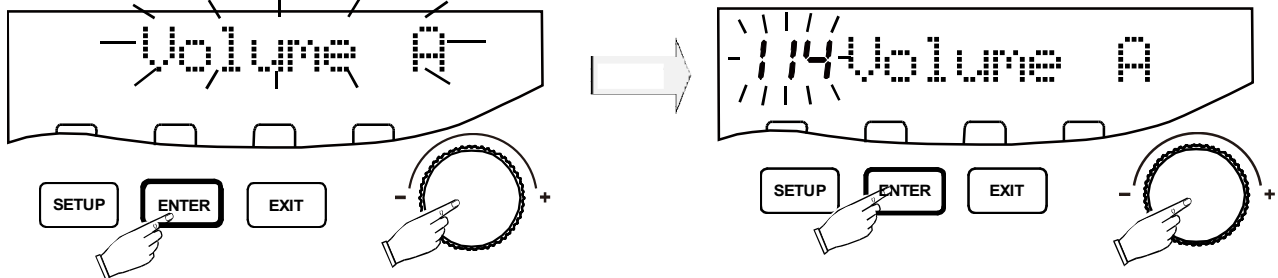




## DRUM KIT EDIT

### 2-2 ADJUST VOLUME

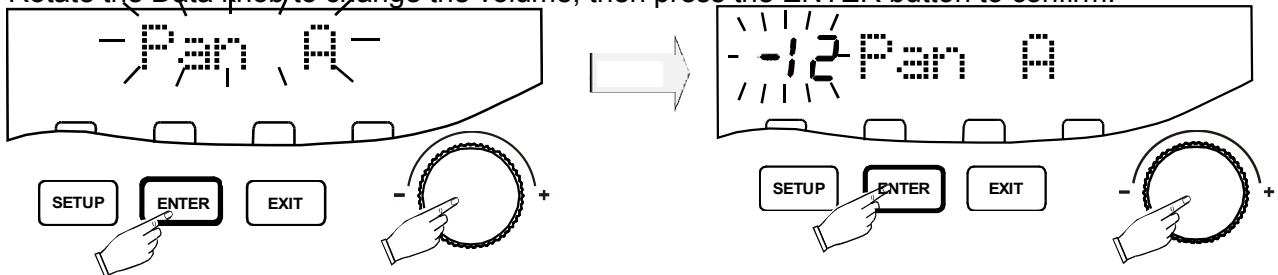
The parameter name is "Volume A". The range of the volume is 0 - 127. Rotate the Data knob to change the volume, then press the ENTER button to confirm.



### 2-3 SET PAN

The parameter name is "Pan A". Sound output from this drum is stereo. This parameter determines the sound position in stereo pan space. The range of the pan is -64 to 63, 0 represents centre position, -64 represents the most left and 63 represents the most right position.

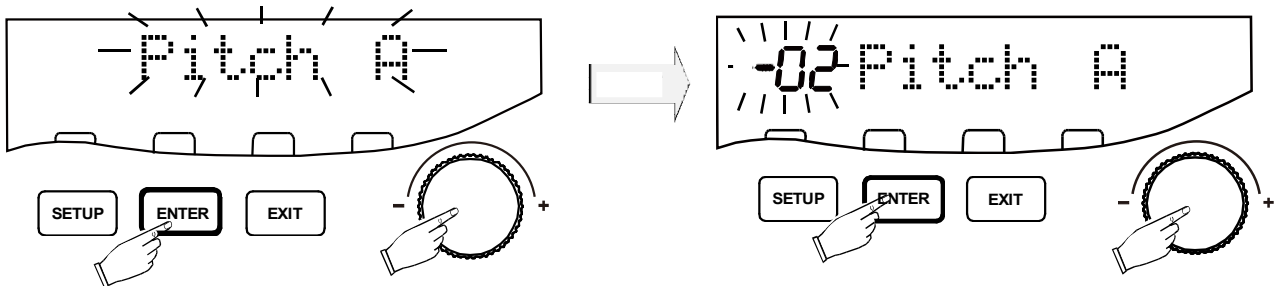
Rotate the Data knob to change the volume, then press the ENTER button to confirm.



### 2-4 ADJUST PITCH

The parameter name is "Pitch A". This parameter affects the pitch of the voice. The range of the pitch is -10~10, 0 represents original pitch, -10 is the lowest and 10 is the highest pitch.

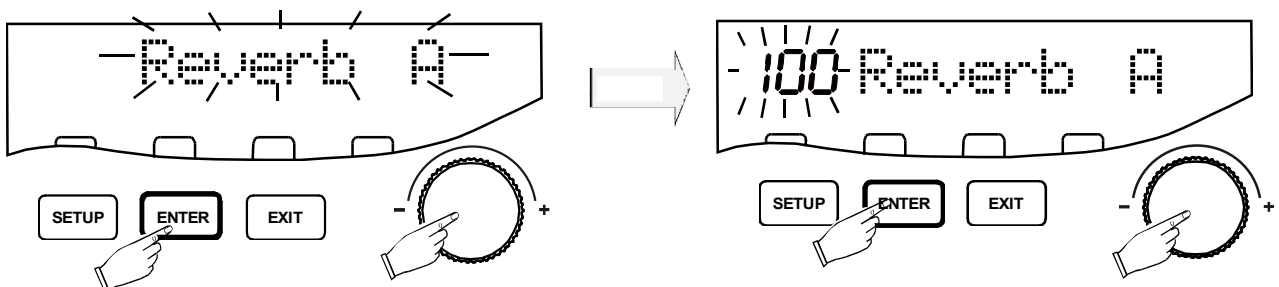
Rotate the Data knob to adjust the pitch, then press the ENTER button to confirm.



### 2-5 SET REVERB LEVEL FOR PAD

The parameter name is "Reverb A". This parameter determines level of the reverb effect for the pad, i.e. voice. The range of the level is 0 - 127, 127 represents the strongest effect.

Rotate the Data knob to adjust the level, then press the ENTER button to confirm.



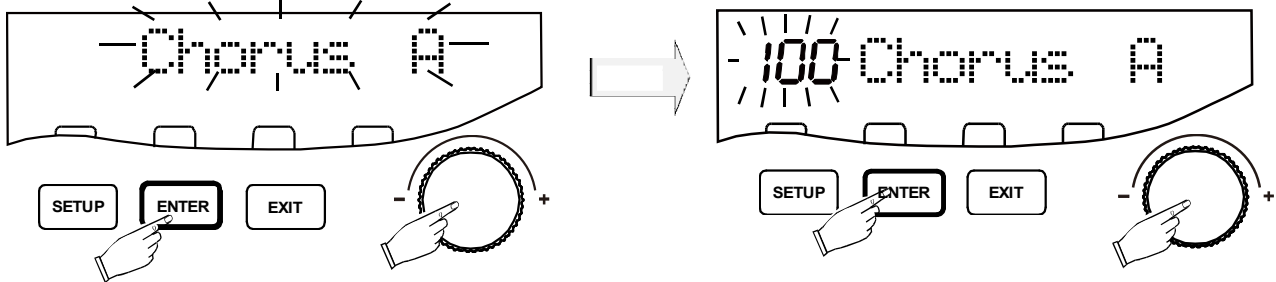
## DRUM KIT EDIT

### 2-6 SET CHORUS LEVEL FOR PAD

The parameter name is "Chorus A". This parameter determines level of the Chorus effect for the pad, i.e. voice. The range of the level is 0 - 127, 127 represents the strongest effect.

Rotate the Data knob to adjust the level, then press the ENTER button to confirm.

**Note:** Tremolo and Phaser will not respond to voice level. If the current chorus type is Tremolo or Phaser, this parameter edit will not be effective.

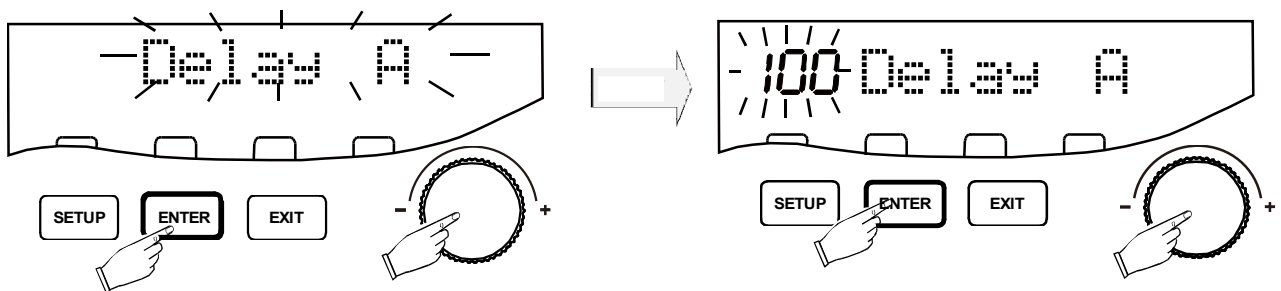


**Tip:** You can select a pad to finish all parameter edit, or you can edit the same parameter for other pads by striking the pad you desire.

### 2-7 SET DELAY LEVEL FOR PAD

The parameter name is "Delay A". This parameter determines level of the Delay effect for the pad, i.e. voice. The range of the level is 0 - 127, 127 represents the strongest effect.

Rotate the Data knob to adjust the level, then press the ENTER button to confirm.



**Tip:** You can select a pad to finish all parameter edit, or you can edit the same parameter for other pads by striking the pad you desire.

## DRUM KIT EDIT

### (3) EDIT LAYER B

Edit items listed below are available when the layer mode selected is not “Off”, otherwise they’ll be skipped. The way of editing is the same as described above for Voice A.

Parameter	Description	Range
Voice B	Assign voice to the layer B for the pad selected	1 to 914
Volume B	Volume of Voice B	0 to 127
Pan B	Sound position of Voice B in stereo pan space	-64 to 63
Pitch B	Pitch of the voice B	-10 to 10
Reverb B	Level of the reverb effect for the voice B	0 to 127
Chorus B	Level of the Chorus effect for the voice B	0 to 127
Delay B	Level of the Delay effect for the voice B	0 to 127

**Note:** Tremolo and Phaser will not respond to voice level. If the current chorus type is Tremolo or Phaser, this parameter edit will not be effective.

### (4) COMPLETE THE PAD KIT EDITING

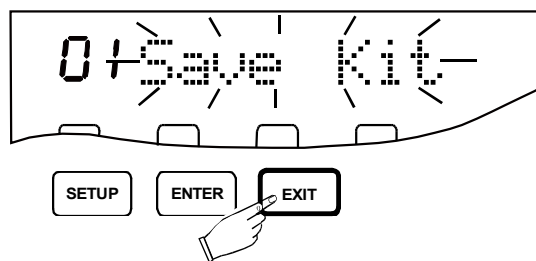
Press the EXIT button anytime during the editing to terminate.

If you do not make any change, it’ll exit the edit and back to Kit Edit item select window.

If you made change during the edit, you can save edit results. Kit number and “Save Kit” will appear. Press the ENTER button to save; the current kit configuration will be replaced by your edit results.

Or, press the EXIT button to give up and back to the Kit Edit item select window.

**Note:** The new setting is nonvolatile even the power turns off. You could recover the default setting with Reset function. Please refer to the <RESET> chapter for more information.



## DRUM KIT EDIT

### EXTERNAL KIT EDIT

Each preset pad kit is bound with an external kit for expanded instrument. When the Pad Kit is selected, corresponding external kit is fixed as well. The external kit number on the display has “E” prefix.

This is the object for edit.

#### 1. EXTERNAL EDIT PREPARING

##### (1) Enter the External Kit Edit

After entering the Kit Edit, you have three options: “Pad Kit”, “External” and “Global”. Rotate the Data knob until “External” appear then press the ENTER button to confirm. Press the EXIT button to exit and back to the Kit Edit window.

If you choose the External but there is no any external instrument connected, “No Connect” will appear on the display for one second then back to the Kit Edit window.

##### (2) Select Parameter

There are many parameters can be edited.

The first parameter name will appear and blink. Rotate the Data knob to select parameter you want to edit, press the ENTER button to confirm.

##### (3) Select an Instrument Part to Edit

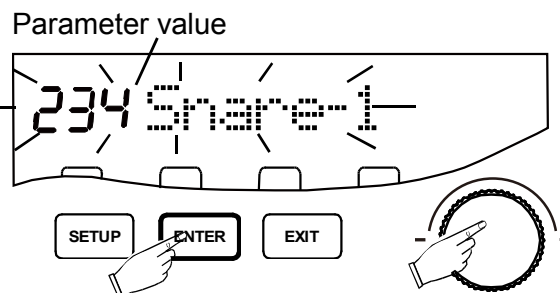
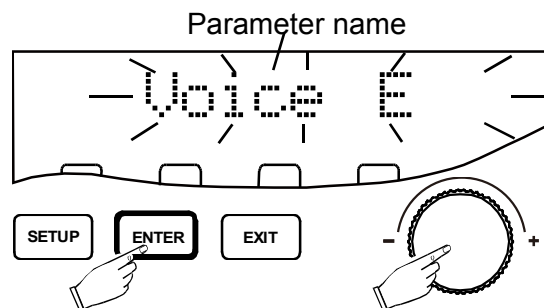
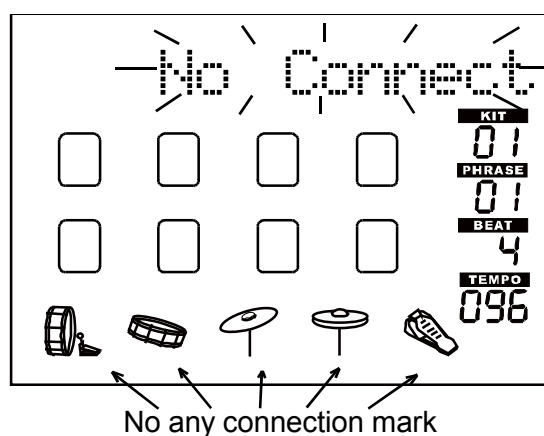
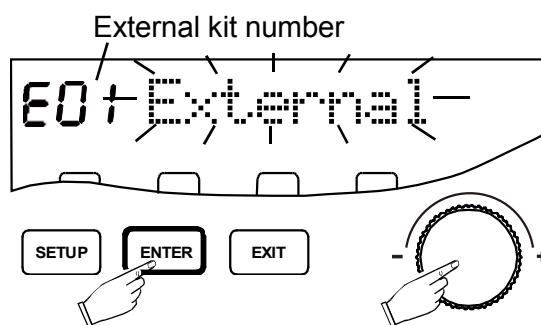
Some instruments have two or more parts, for example, the snare have head, rim1 and rim2 parts; ride cymbal has head and edge parts etc. Select a part to be edited by striking relevant part, the icon of this instrument on the display will blink.

**Note:** The icon shows the instrument selected, but there is no indicator for part.

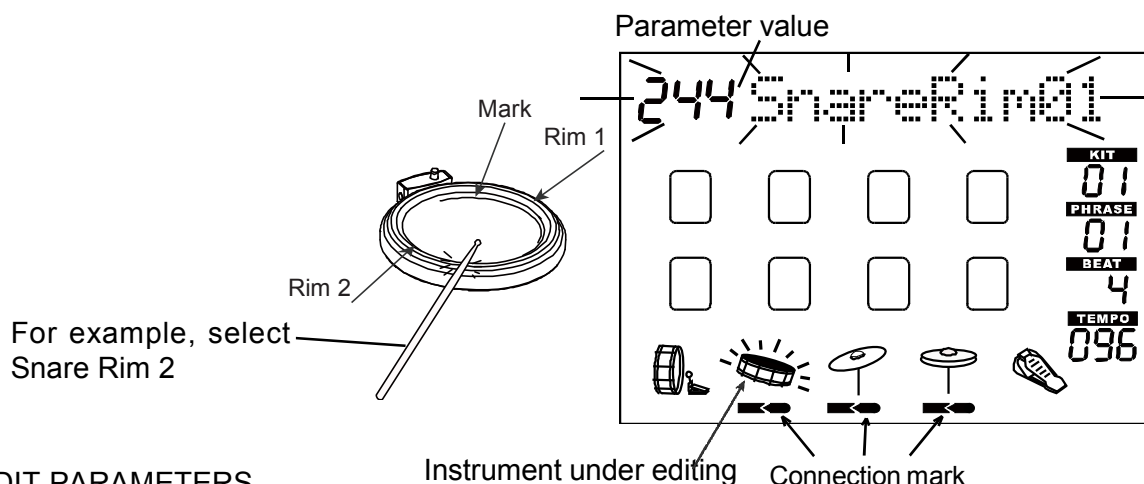
All parts can be edited are listed below:

Hi-Hat Pedal	Ride Cymbal Bell
Hi-Hat Open	Snare Head
Hi-Hat Close	Snare Rim 1
Ride Cymbal Bow	Snare Rim 2
Ride Cymbal Edge	Kick Drum

You may note that there are 3 parts for the Hi-Hat. Strike the Hi-Hat cymbal without pressing the Hi-Hat control pedal to select the Hi-Hat Open; strike the Hi-Hat cymbal while press the Hi-Hat control pedal to bottom to select the Hi-Hat Close; press the Hi-Hat control pedal to bottom but don't strike the Hi-Hat cymbal to select the Hi-Hat Pedal.



## DRUM KIT EDIT



### 2. EDIT PARAMETERS

There are many parameters can be edited.

When the parameter value appears and blinks, rotate the Data Knob to set the parameter, press the ENTER button to confirm and turn to the next parameter to edit.

**Tip:** During the editing, you can hear results of your setting in real time by striking the part under editing.

**Tip:** If you don't need to edit a parameter, simply press the ENTER button to jump to the next parameter.

The edit items are listed below which are the same as Pad Kit but with suffix E. The way of editing is the same as described above for Voice A.

Parameter	Description	Range
Voice E	Assign voice to the part selected	1 to 914
Volume E	Volume of Voice E	1 to 127
Pan E	Sound position of Voice E in stereo pan space	-64 to 63
Pitch E	Pitch of the voice E	-10 to 10
Reverb E	Level of the reverb effect for the voice E	1 to 127
Chorus E	Level of the Chorus effect for the voice E	1 to 127

**Note:** Tremolo and Phaser will not respond to voice level. If the current chorus type is Tremolo or Phaser, this parameter edit will not be effective.

**Tip:** You can select a part to finish all parameter edit, or you can edit the same parameter for other parts by striking the part you desire.

### 3. COMPLETE THE EXTERNAL KIT EDITING

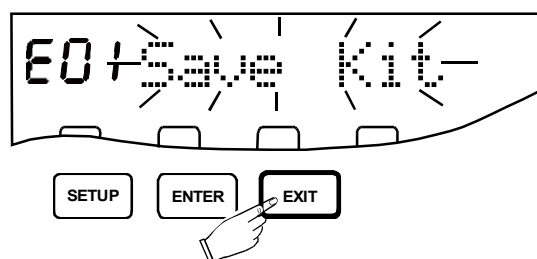
Press the EXIT button anytime during the editing to terminate.

If you do not make any change, it'll exit the edit and back to Kit Edit item select window.

If you made change during the edit, you can save edit results. Kit number and "Save Kit" will appear. Press the ENTER button to save; the current kit configuration will be replaced by your edit results.

Or, press the EXIT button to give up and back to the Kit Edit item select window.

**Note:** The new setting is nonvolatile even the power turns off. You could recover the default setting with Reset function. Please refer to the <RESET> chapter for more information.



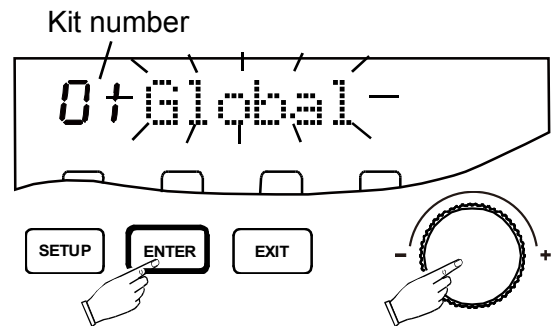
## DRUM KIT EDIT

### GLOBAL EDIT

some parameters such as sound effects type etc. are for entire kit but not for individual pad or external instrument.. You don't need select pad or external instrument in global edit.

#### 1. ENTER THE EXTERNAL KIT EDIT

After entering the Kit Edit, you have three options: "Pad Kit", "External" and "Global". Rotate the Data knob until "Global" appear then press the ENTER button to confirm. Press the EXIT button to exit and back to the Setup window.

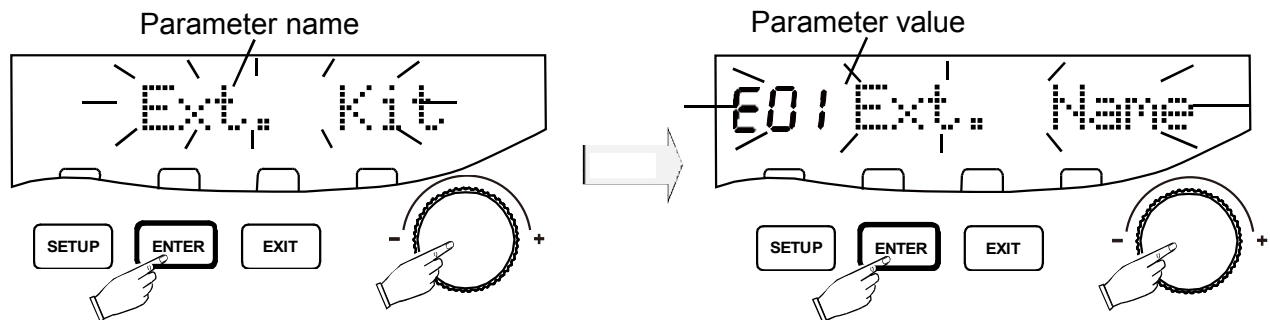


#### 2. EDIT PARAMETERS

After entering the Global edit window, the default parameter to edit is Ext. Kit and blink. Rotate the Data knob to select another parameter if you want, press the ENTER button to confirm. Then, the parameter value will appear and blink, rotate the Data knob to set the parameter, press the ENTER button to confirm and turn to the next parameter to edit.

**Tip:** During the editing, you can hear results of your setting in real time by striking the pad under editing.

**Tip:** If you don't need to edit a parameter, simply press the ENTER button to jump to the next parameter.



#### (1) BIND EXTERNAL KIT TO CURRENT PAD KIT

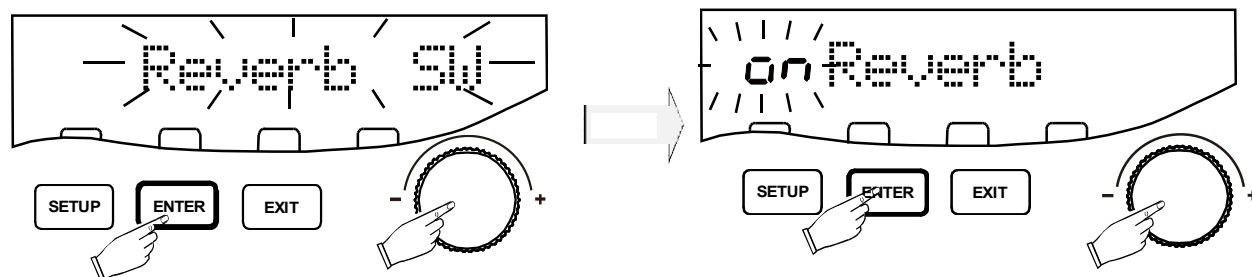
The parameter name is "Ext. Kit". Each pad kit is bound with an external kit for expanded instrument. Rotate the Data knob to select then press the ENTER button to confirm. The range of the external kit is E01 to E05 referring to the EXTERNAL KIT LIST in the back of the Manual.

#### (2) REVERB EFFECT EDIT

There are 27 selectable reverb effect types. Please refer to the SOUND EFFECTS Chapter and SOUND EFFECTS LIST in the back of the Manual for details.

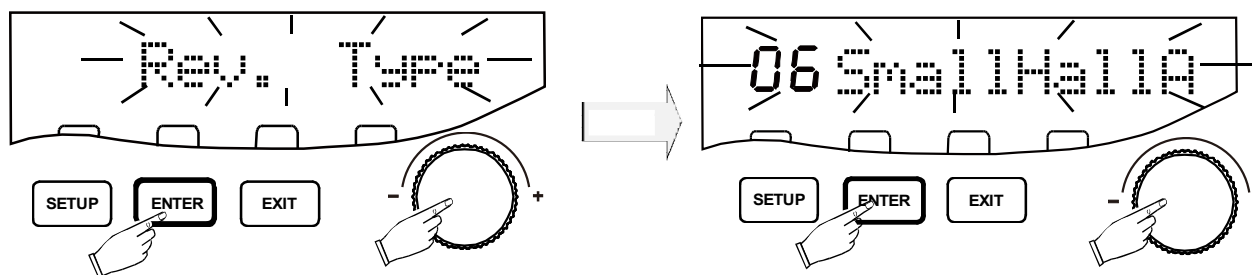
## DRUM KIT EDIT

2-1 Reverb Effect Switch - The parameter name is “Reverb SW”. Switch reverb effect On or Off by rotating the Data knob. Rotate the knob clockwise to turn it On and anticlockwise to turn it Off. If it is set to On, after press the ENTER button, it'll turn to following steps to select reverb type and set its level. If you choose Off, it'll jump to the chorus setting directly.



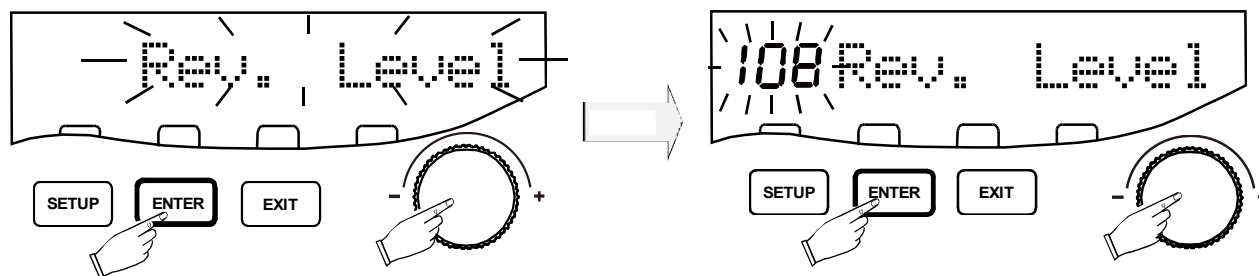
2-2 Select Reverb Type - The parameter name is “Rev. Type”. The current type number and its name will blink. Rotate the Data knob to select. If the reverb was set to Off in previous step, this item will be skipped automatically.

**Note:** The level is for the selected reverb type. You can adjust reverb voice for individual pads with the Pad Edit or External Kit Edit functions based on this level.



2-3 Set Reverb Level - The parameter name is “Rev. Level”. The current reverb level will blink. Rotate the Data knob to set the level ranged 0 - 127. If the reverb was set to Off in previous step, this item will be skipped automatically.

**Note:** The level is for the selected reverb type. You can adjust reverb voice level for individual pads with the Pad Edit or External Kit Edit functions based on this level.



### (3) CHORUS EFFECT EDIT

There are 23 selectable chorus effect types.

Please refer to the SOUND EFFECTS Chapter and SOUND EFFECTS LIST in the back of the Manual for details.

## DRUM KIT EDIT

Parameters of chorus effect edit are:  
Chorus SW - Switch chorus effect On or Off  
Chr. Type - Select chorus effect type  
Chr. Level - Set chorus effect level

**Note:** Tremolo and Phaser will not respond to the Chr. Level. If the current chorus type is Tremolo or Phaser, this parameter edit will not be effective.

The way of editing is the same as reverb effect edit described above.

### (4) DELAY EFFECT EDIT

There are 23 selectable chorus effect types.

Please refer to the SOUND EFFECTS Chapter and SOUND EFFECTS LIST in the back of the Manual for details.

The way of editing is the same as reverb effect edit described above.

**Note:** If you select Tremolo or Phaser type in the Chorus Effect Edit stage, automatically, items of Delay Effect Edit will not appear.

### 3. COMPLETE THE GLOBAL EDITING

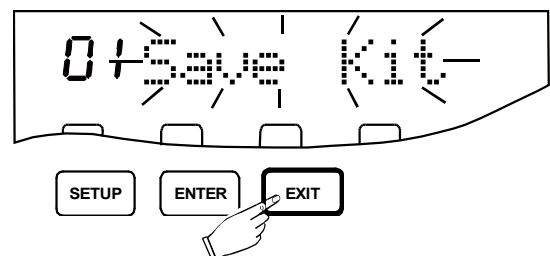
Press the EXIT button anytime during the editing to exit.

If you do not make any change, it'll exit the edit and back to Kit Edit item select window.

If you made change during the edit, you can save edit results. Kit number and "Save Kit" will appear. Press the ENTER button to save; the current kit configuration will be replaced by your edit results.

Or, press the EXIT button to give up and back to the Kit Edit item select window.

**Note:** The new setting is nonvolatile even the power turns off. You could recover the default setting with Reset function. Please refer to the <RESET> chapter for more information.



### EXIT THE DRUM KIT EDIT

In the Drum Kit item select window, press the EXIT button to exit Drum Kit Edit and turn to the Setup window.

In the Setup window, press the EXIT or KIT or SETUP button to exit and turn to the Kit selection window.



## ADVANCED EDIT

KIT EDIT introduces the sound edit procedure. The purpose of the sound edit is to change sound characteristics such as voice, volume, pan etc. The objects of advanced edit are physical characteristics of pad and external instrument such as sensitivity, trigger curve etc.

**Note:** The advanced edit does not link with any specific Pad Kit and External Kit. This is global setting.

In the Kit select window, press the SETUP button. There are 4 modes can be selected. Rotate the Data knob until “Advanced” appear then press the ENTER button to confirm.

Press the EXIT button or SETUP button again to exit and turn to the Kit selection window.

### PAD ADVANCED EDIT

There are two modes of the advanced edit for built-in pad and external instrument separately. The targets of this edit are built-in pads.

#### 1. PREPARING

##### (1) Enter the Pad Edit

After entering the Advanced edit, you have two options: “Pad”, and “External”. Rotate the Data knob until “Pad” appear then press the ENTER button to confirm. Press the EXIT button to exit and back to the Advanced window.

##### (2) Select Parameter

There are many parameters can be edited.

The first parameter name will appear and blink. Rotate the Data knob to select parameter you want to edit, press the ENTER button to confirm.

##### (3) Select a Pad to Edit

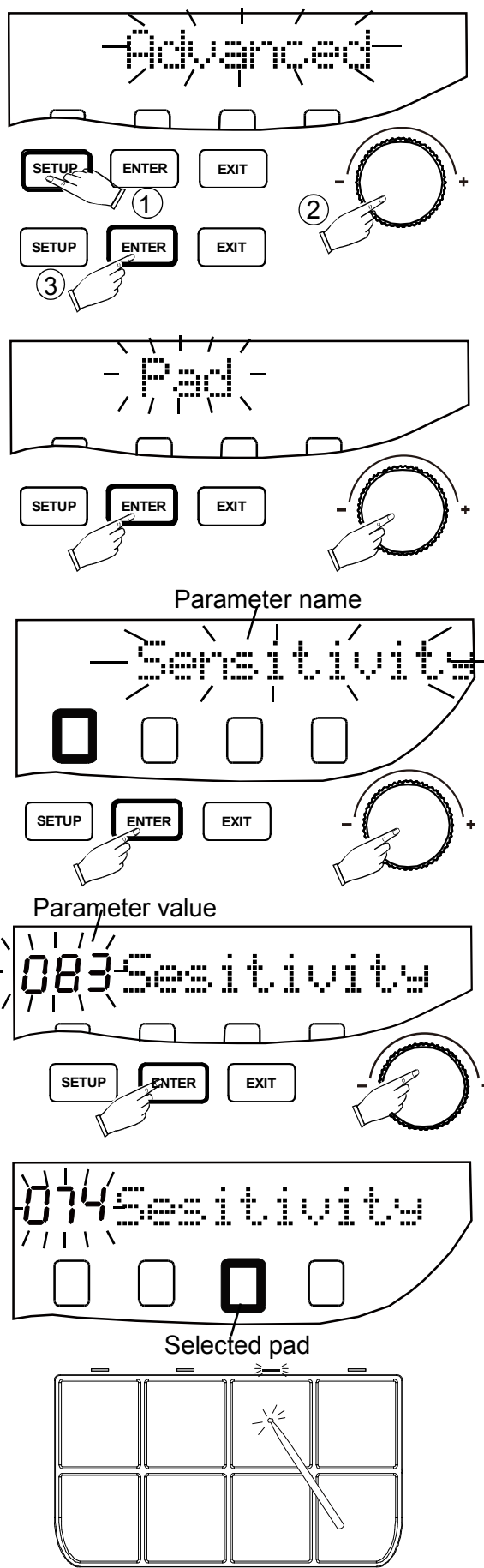
After entering the Pad Kit edit window, the default pad to edit is Pad 1. You can select another one by striking the pad, its indicator will light up and corresponding block on the display will appear.

#### 2. EDIT PARAMETERS

When the parameter value appears and blinks, rotate the Data knob to set the parameter, press the ENTER button to confirm and turn to the next parameter to edit.

**Tip:** During the editing, you can hear results of your setting in real time by striking the pad under editing.

**Tip:** If you don't need to edit a parameter, simply press the ENTER button to jump to the next parameter.

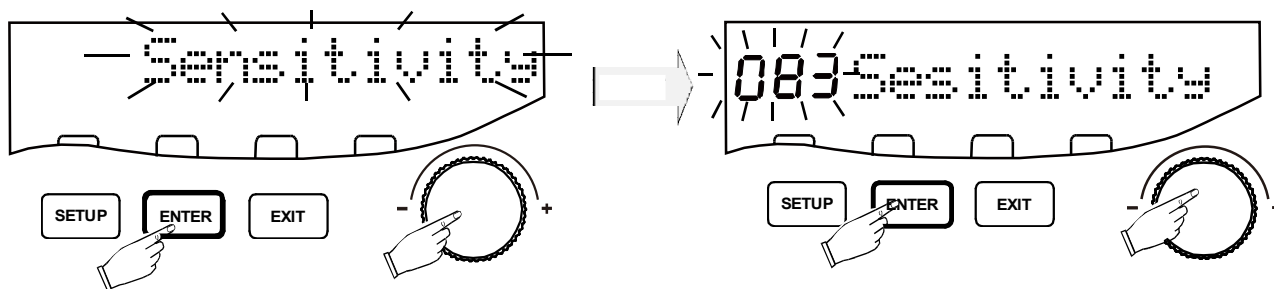


## ADVANCED EDIT

There are many parameters to be edited:

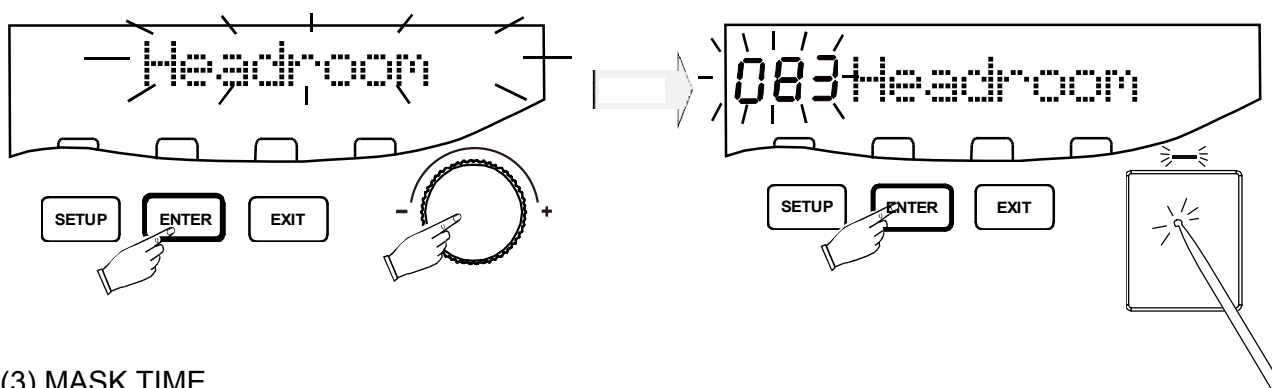
### (1) SENSITIVITY

The parameter name is "Sensitivity". The range of pad sensitivity is 0 -127. Rotate the DATA Knob to change it. The higher value represents the higher sensitivity. Please note that if the sensitivity is too high, it'll cause unexpected sound even if you don't strike the pad. Press the ENTER button to confirm and turn to the next parameter.



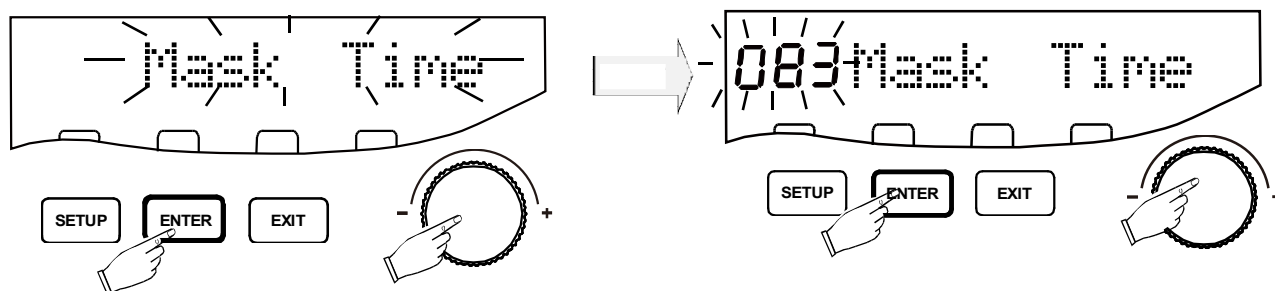
### (2) DYNAMIC RANGE

The parameter name is "Headroom". This feature allows you to set playing strength, with which you'll get the maximum volume, to accommodate your personal taste of performance. Strike the pad with strength you desire. The value will appear automatically per your striking. The Max. value is 127. Press the ENTER button to confirm.



### (3) MASK TIME

The parameter name is "Mask Time". Occasionally, a single strike could cause double triggering (two sounds instead of one). The Mask Time setting helps to prevent such problems. Once a pad has been hit, any additional trigger signals occurring within the specified Mask Time will be ignored. The higher the value, the easier for sounds to be omitted when strikes the pad fast and repeatedly. The range of the mask time is 0- 127 (msec). Press the ENTER button to confirm.



## ADVANCED EDIT

### (4) TRIGGER CURVE

The parameter name is "Trigger". The trigger curve refers to how trigger signal's dynamic response relates to your pad striking. You can select a proper curve from 6 preset curves. Rotate the DATA Knob to choose a curve until the response feels as natural as possible. The curves you may select are Linear, Exp1, Exp2, Log1, Log2 and Spline. The default curve is Linear (Lnr). Press the ENTER button to confirm and turn to the next parameter.

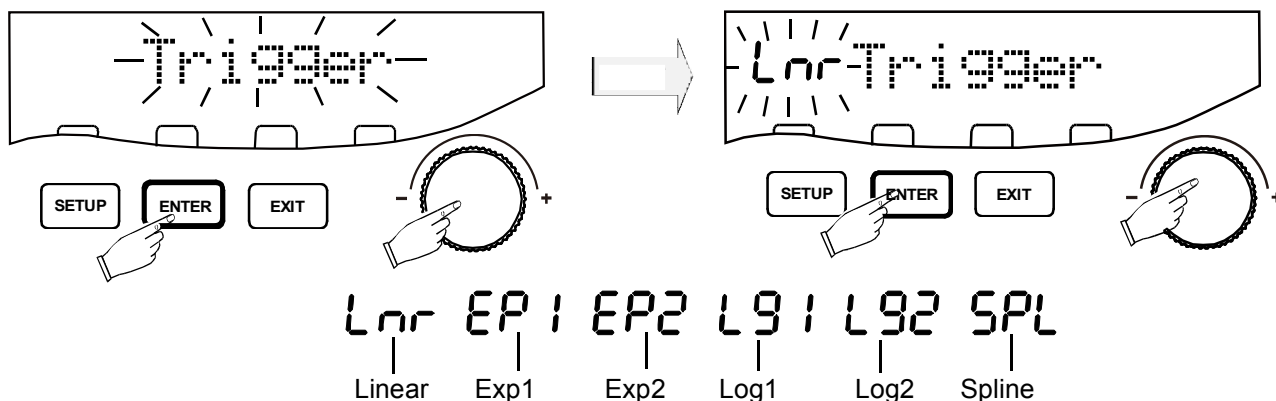
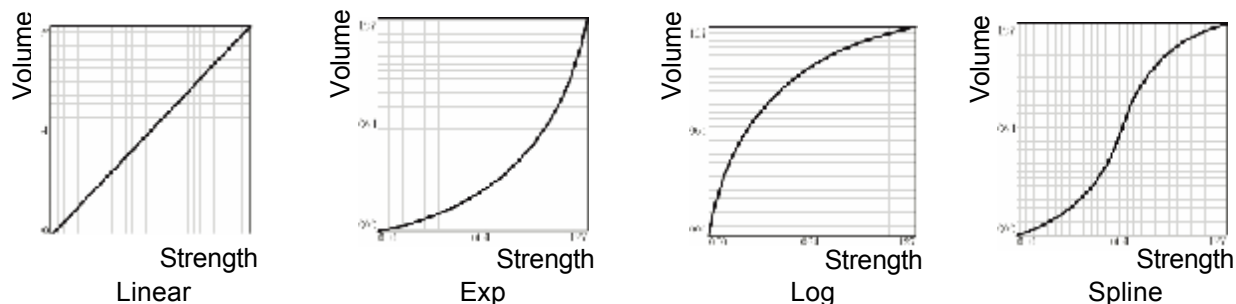


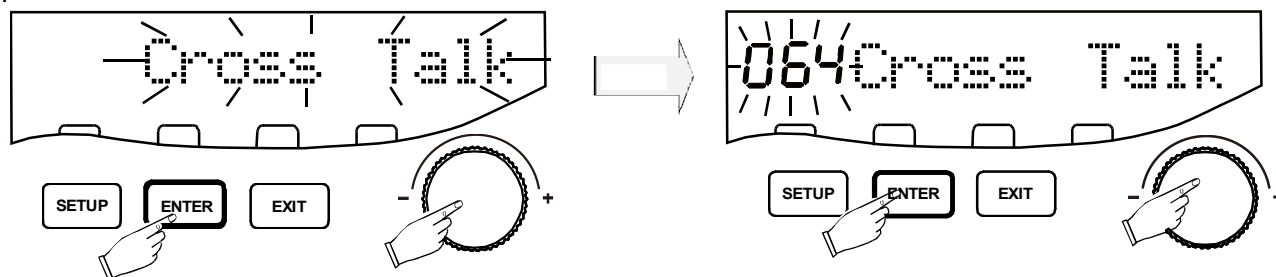
Diagram of 4 types of the curve



### (5) CROSS TALK

The parameter name is "Cross Talk". When strike a pad, other pad(s) will sound occasionally. It is called cross talk. This feature allows you to eliminate the cross interference among the pads. You should select pad that suffers interference of cross talk.

Rotate the DATA Knob to change the eliminating factor to reduce unexpected cross talking sound. The ranged is 0 - 127. The larger value, the more elimination, but too large value will cause sound missing. You should balance it carefully. Press the ENTER button to confirm and turn to the next parameter.



## ADVANCED EDIT

### 3. COMPLETE THE PAD ADVANCED EDIT

Press the EXIT button anytime during the Pad Advanced Edit to exit.

If you do not make any change, it'll exit and back to the Pad/External select window.

If you made change during the Pad Advanced Edit, you can save editing results. Press the ENTER button and the current settings will be saved.

Or, press the EXIT button to give up and back to the Pad/External select window.

**Note:** The new setting is nonvolatile even the power turns off. You could recover the default setting with Reset function. Please refer to the <RESET> chapter for more information.

### EXTERNAL INSTRUMENTS ADVANCED EDIT

The targets of this edit are external instruments connected through the Expand Trigger jacks.

#### 1. PREPARING

##### (1) Enter the Pad Edit

After entering the Advanced edit, you have two options: "Pad", and "External". Rotate the Data knob until "External" appear then press the ENTER button to confirm. Press the EXIT button to exit and back to the Advanced window.

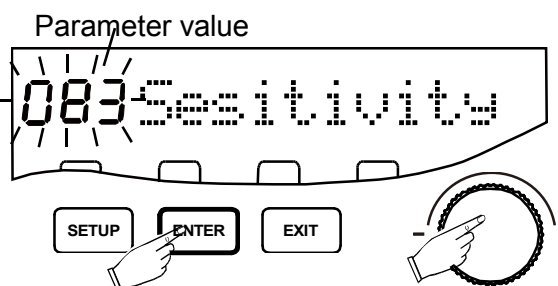
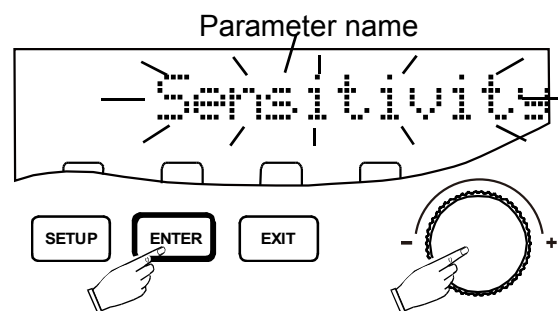
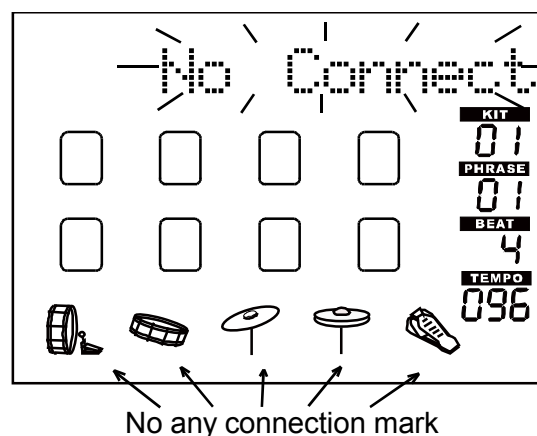
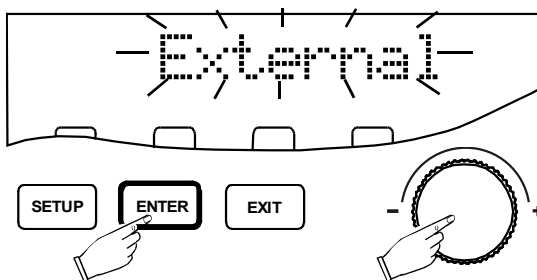
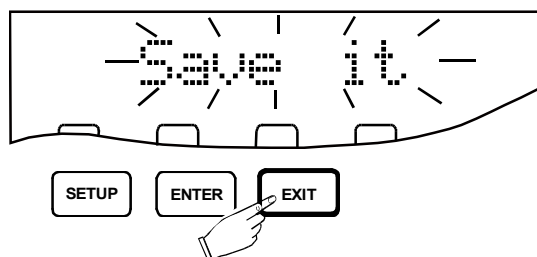
If you choose the External but there is no any external instrument connected, "No Connect" will appear on the display for one second then back to the Advanced edit window.

##### (2) Select Parameter

There are many parameters can be edited.

The first parameter name will appear and blink. Rotate the Data knob to select parameter you want to edit, press the ENTER button to confirm.

Parameters of external instruments are the same as built-in pad, except Hi-Hat Control pedal. Please refer to (5) Hi-Hat Control Pedal Edit in the next page for details.

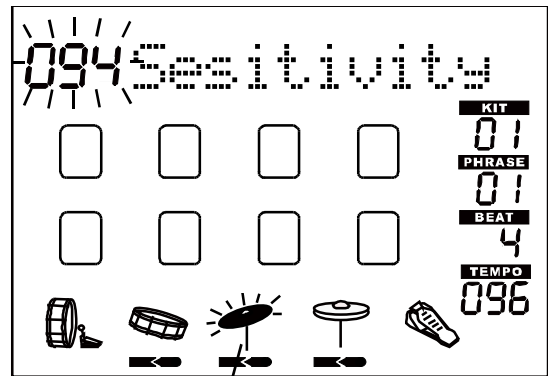
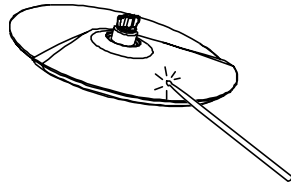


## ADVANCED EDIT

### (3) Select a Pad to Edit

After entering the External edit window, the default instrument to edit is Snare. You can select another one by striking it, no matter what part you hit. Its icon on the display will blink.

Press the Hi-Hat control pedal to the bottom to select it. Please refer to (5) Hi-Hat Control Pedal Edit in the next page for details.



Instrument under editing

## 2. EDIT PARAMETERS

The way of the editing is the same as described in the Pad Advanced Edit section. When the parameter value appears and blinks, rotate the Data Knob to set the parameter, press the ENTER button to confirm and turn to the next parameter to edit.

**Tip:** During the editing, you can hear results of your setting in real time by striking the instrument under editing.

**Tip:** If you don't need to edit a parameter, simply press the ENTER button to jump to the next parameter

**Tip:** You can select an instrument to finish all parameter edit, or you can edit the same parameter for other instruments by striking the instrument you desire.

**Note:** The Hi-Hat control pedal edit is different. Please refer to (5) Hi-Hat Control Pedal Edit below.

## 3. HI-HAT CONTROL PEDAL

There are 3 categories of Hi-Hat sound: Open Hi-Hat sound, Close Hi-Hat sound and Hi-Hat pedal sound.

When press the pedal quickly and reach the specific point, it makes Hi-Hat pedal sound and don't need to strike the Hi-Hat pad. The pressing pedal is quicker, the volume is higher.

Strike the Hi-Hat without pressing the Hi-Hat control pedal; it makes open Hi-Hat sound.

Strike the Hi-Hat pad while press the Hi-Hat control pedal over a specific point, the sound by striking will change from open Hi-Hat sound to close Hi-Hat sound gradually, meanwhile the Hi-Hat pedal sound is also generated. This specific point is called Pedal Threshold.

The Hi-Hat pedal setting is different from other instruments.

When you select Mask Time in the parameter select step, press the Hi-Hat control pedal to its bottom position to select this external device.

There are 4 parameters for Hi-Hat control pedal advanced edit.

**Sensitivity** - The parameter name is "Sensitivity". It determines how sensitive to make Hi-Hat pedal sound by pressing the pedal. The range of it is 0 - 127. Rotate the Data Knob to set the value, then press the ENTER button to confirm.

## ADVANCED EDIT

**Dynamic Range** - The parameter name is "Headroom". It determines how quick pressing the pedal to get maximum volume of the Hi-Hat pedal sound. The range of it is 0 - 127. Rotate the Data Knob to set the value, or press the pedal with your desired strength then press the ENTER button to confirm.

**Pedal Threshold** - The parameter name is "Pedal THR". It determines the position of the Pedal Threshold point. The scale of Hi-Hat pedal movement is 0 - 127. The top position of the pedal is defines as 127 and bottom is 0. Rotate the Data Knob to set the value, or press the pedal to your desired position then press the ENTER button to confirm.

**Trigger Curve** - The parameter name is "Trigger". Select a proper curve for making Hi-Hat pedal sound. Please refer to the Pad Advanced Edit section for details. Rotate the Data Knob to select, then press the ENTER button to confirm.

**Note:** Actually, there is no Mask Time and Cross Talk parameters to edit, even you enter the Hi-Hat control pedal edit mode by selecting the Mask Time parameter.

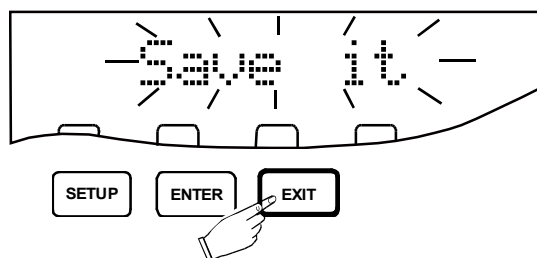
### 4. COMPLETE THE EXTERNAL INSTRUMENT ADVANCED EDIT

Press the EXIT button anytime during the Pad Advanced Edit to exit.

If you do not make any change, it'll exit and back to the Pad/External select window.

If you made change during the Pad Advanced Edit, you can save editing results. Press the ENTER button and the current settings will be saved.

Or, press the EXIT button to give up and back to the Pad/External select window.



**Note:** The new setting is nonvolatile even the power turns off. You could recover the default setting with Reset function. Please refer to the <RESET> chapter for more information.

### EXIT THE ADVANCED EDIT

In the Pad/External select window, press the EXIT button to exit Advanced Edit and turn to the Setup window.

In the Setup window, press the EXIT or KIT or SETUP button to exit and turn to the Kit selection window.

## SYSTEM SETUP

This function provides utilities to setup system parameters and modules that are applied to entire unit. In the Kit select window, press the SETUP button. There are 4 modes can be selected. Rotate the Data knob until “System” appear then press the ENTER button to confirm.

Press the EXIT button or SETUP button again to exit and turn to the Kit selection window.

### 1. PREPARING

#### (1) Select Item

There are 5 items can be selected. When the item name appears and blinks, rotate the Data Knob to select an item, then press the ENTER button to confirm. Or, press the EXIT button and back to the System window.

#### (2) Select Parameter

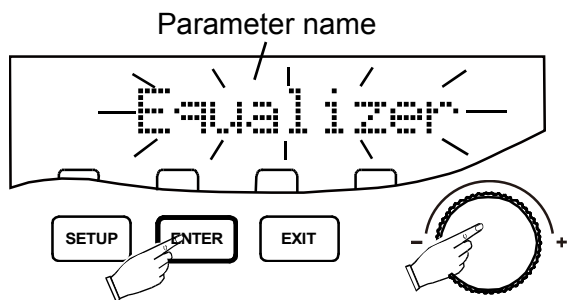
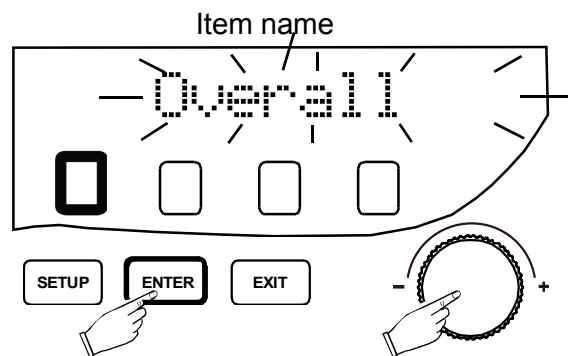
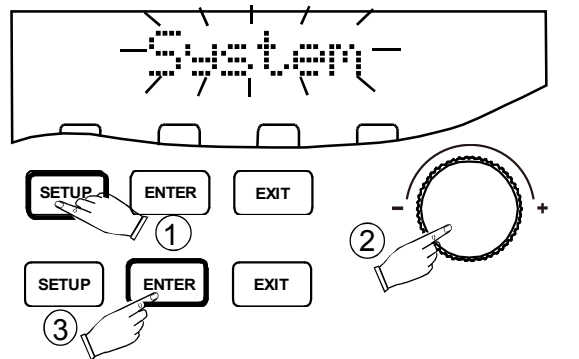
EACH ITEM CONSISTS SEVERAL PARAMETERS. SELECT PARAMETER BY THE DATA KNOB AND PRESS THE ENTER BUTTON TO CONFIRM.

### 2. EDIT PARAMETERS

When the parameter value appears and blinks, rotate the Data Knob to set the parameter, press the ENTER button to confirm and turn to the next parameter of the current item to edit.

**Tip:** During the editing, you can hear results of your setting in real time by striking the pad.

**Tip:** If you don't need to edit a parameter, simply press the ENTER button to jump to the next parameter.



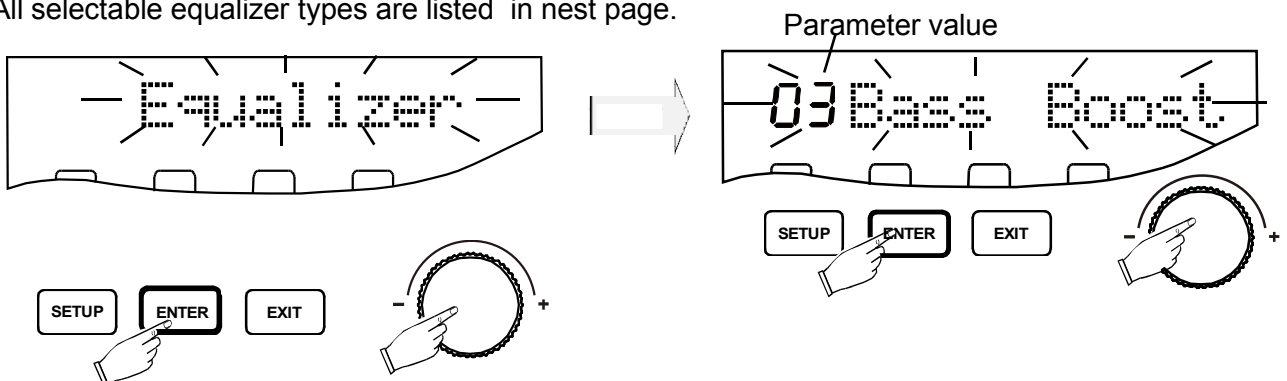
### (1) OVERALL SETTINGS

#### 1-1 EQUALIZER

The parameter name is “Equalizer”.

Tone of the drum could be adjusted globally by built-in Equalizer. There are 8 types of preset equalizer listed below. Rotate the DATE knob to select equalizer type per your taste. The default setting is 01 Normal 1. Press the ENTER button to confirm your setting and turn to the next parameter.

All selectable equalizer types are listed in nest page.





## SYSTEM SETUP

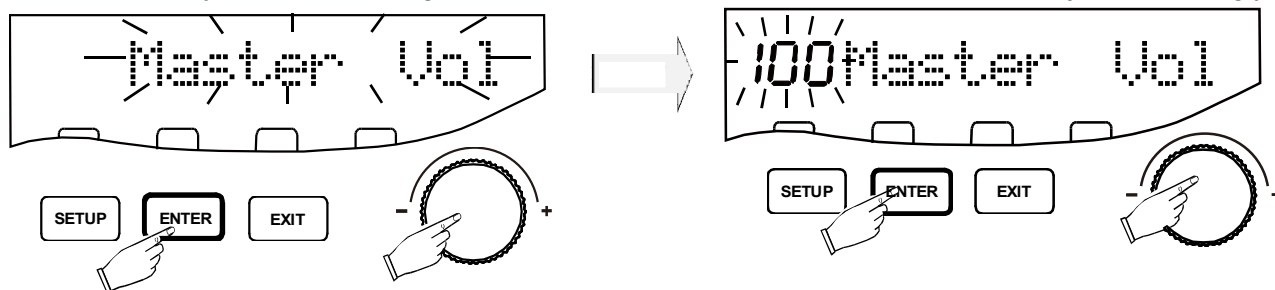
No.	EQUALIZER TYPE	No.	EQUALIZER TYPE
01	Normal 1	06	Bright Mid
02	Normal 2	07	Bright
03	Bass Boost	08	Bright High
04	Bass Mid	09	User EQ
05	Moderate		

### 1-2 MASTER VOLUME

The parameter name is "Master Vol".

This parameter determines the master volume. Rotate the Data Knob to change the master volume. The range is 0 to 127. Press the ENTER button to confirm your setting and turn to the next parameter.

**Note:** The MASTER VOLUME knob can adjust the master volume as well. But, that adjustment is temporary. The master volume setting here can be saved. When the power turns on, the master volume is set to your saved setting, and then use the MASTER VOLUME Knob to adjust accordingly.

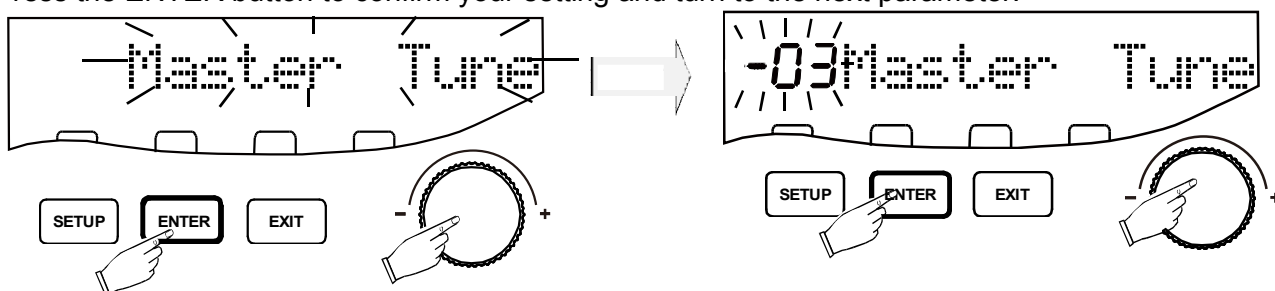


### 1-3 MASTER TUNE

The parameter name is "Master Tune".

This parameter affects sound pitch globally. Rotate the Data Knob to change the master tuning. The range is 0 to +/- 50. The default Setting is 0 which refers to 440 Hz at A1 note.

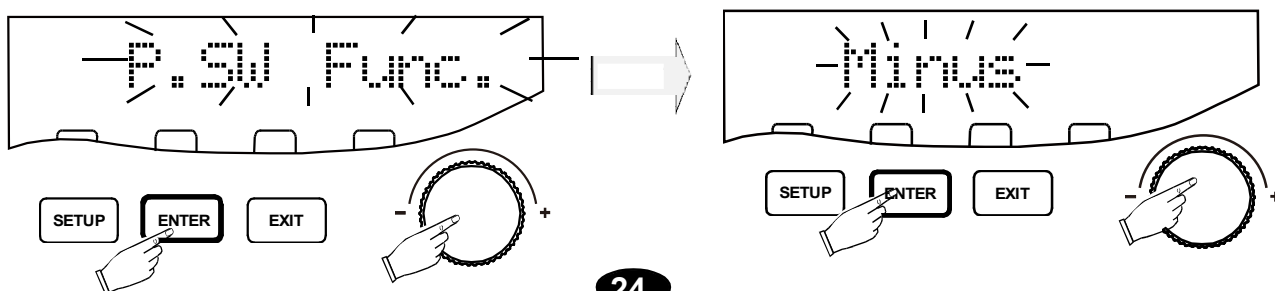
Press the ENTER button to confirm your setting and turn to the next parameter.



### 1-4 PEDAL SWITCH FUNCTION

The parameter name is "P.SW Func.".

The pedal can be assigned to data plus/minus, Start/Stop function for easy operation with the pedal. Rotate the Data Knob to select "Plus", "Minus" or "Start/Stop". The default setting is "Plus". Press the ENTER button to confirm and turn to the next parameter.

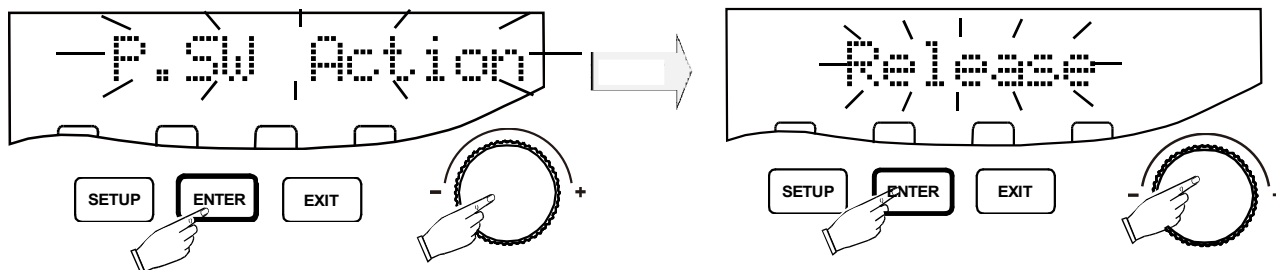




## SYSTEM SETUP

### 1-5 PEDAL EFFECTIVE ACTION

The parameter name is “P.SW Action”. The switch can be effective by pressing or releasing the pedal. Rotate the DATE knob to select “Press” or “Release”. The default setting is “Press”. Press the ENTER button to confirm and turn to the next parameter.

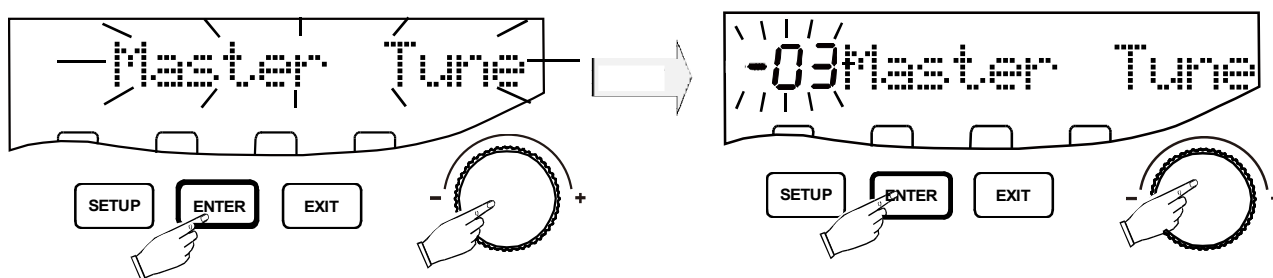


### 1-6 MASTER TUNE

The parameter name is “Master Tune”.

This parameter affects sound pitch globally. Rotate the Data Knob to change the master tuning. The range is 0 to +/- 50. The default Setting is 0 which refers to 440 Hz at A1 note.

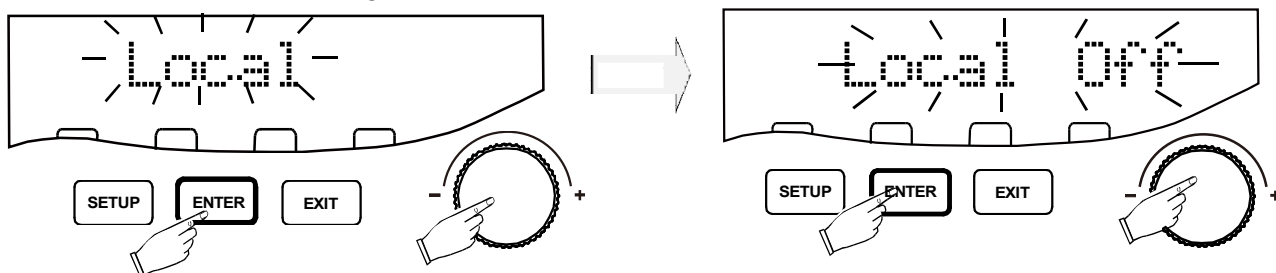
Press the ENTER button to confirm your setting and turn to the next parameter.



### 1-7 LOCAL

The parameter name is “Local”.

When Local is On, sound is generated by inner sound engine and you can hear sound by headphone or external speaker. When it is Off, the inner sound engine does not engage and you cannot hear sound, but the drum transmits MIDI message of your playing. Rotate the Data Knob to switch On/Off status. The default setting is On.



### 1-8 Phrase Playing Mode

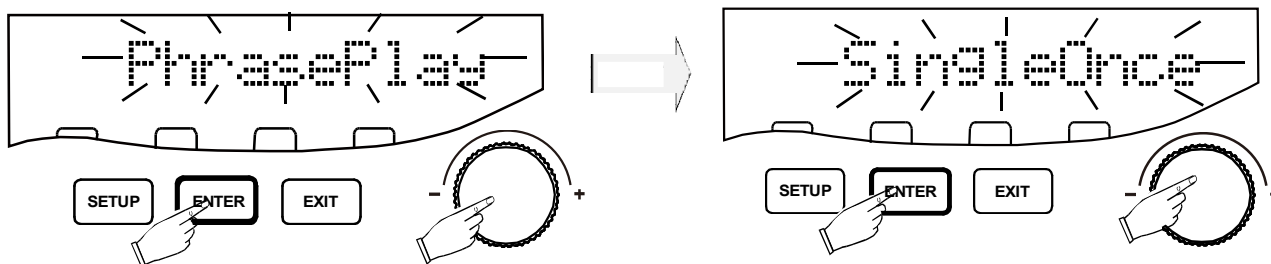
The parameter name is “PhrasePlay”.

You have 4 options which determines phrase play mode:

- 1 SingleOnce: Play single phrase once. It'll stop after finish the playing.
- 2 SingleRept: Play single phrase repeatedly until press the ►/■ button to stop.
- 3 All Once: Play all phrases once. It'll stop after finish all phrases playing.
- 4 All Repeat: Play all phrases repeatedly until press the ►/■ button to stop.

Rotate the Data Knob to select. The default setting is SingleOnce.

## SYSTEM SETUP

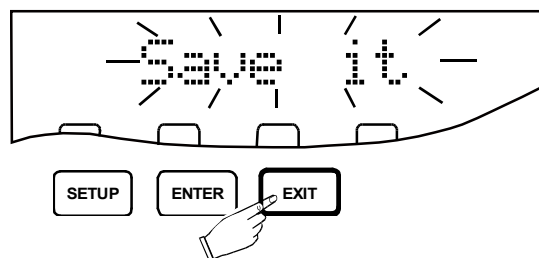


### 1-9 COMPLETE THE OVERALL SETUP

Press the EXIT button anytime during the setup to terminate.

If you do not make any change, it'll exit and back to item select window.

If you made change during the setup, you can save setting results. Press the ENTER button and the current settings will be saved. Or, press the EXIT button to give up and back to the Item select window.



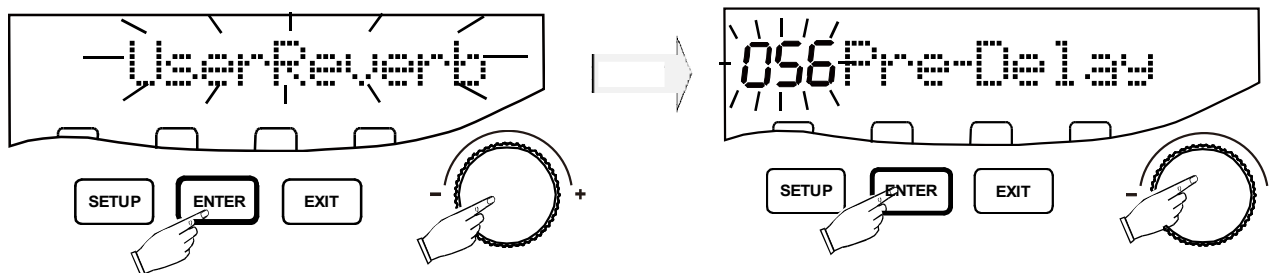
**Note:** The new setting is nonvolatile even the power turns off. You could recover the default setting with Reset function. Please refer to the <RESET> chapter for more information.

### (2) USER REVERB EFFECT

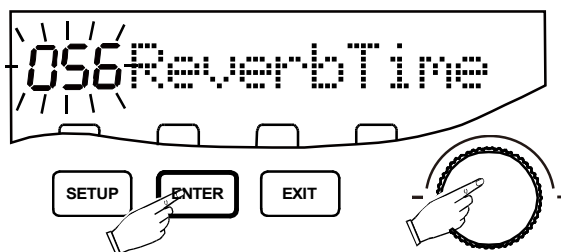
The item name is "UserReverb".

This function makes it possible to create your own reverb effect. It'll be included in the Sound Effects List named UserReverb for your choice. There are 4 parameters for User Reverb setup.

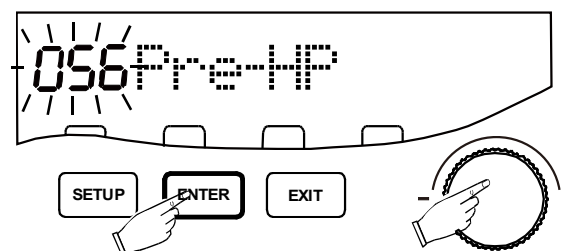
2-1 Pre-Delay Time - The parameter name is "Pre-Delay". It represents the time from the first reflection to the reverb. Rotate the Data Knob to change the pre-delay value. The range is 0 - 127, 127 represents 250ms. Press the ENTER button to confirm and turn to the next parameter.



2-2 Reverb Time - The parameter name is "ReverbTime". It defines the time it takes for the reflected sound from the room to decay or die away. Rotate the Data Knob to change the value. The range is 0 - 127, 127 represents 250ms. Press the ENTER button to confirm and turn to the next parameter.



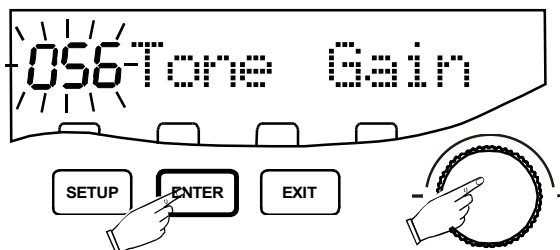
2-3 Pre Hi-pass filter - The parameter name is "Pre-HP". It filters out low frequency. Rotate the Data Knob to change the value. The range is 0 - 127. Press the ENTER button to confirm and turn to the next parameter.



## SYSTEM SETUP

2-4 Tone Gain - The parameter name is "Tone Gain". It Decreases/ Increases sound brilliance.

Rotate the Data Knob to change the value. The range is 0 - 127. If it is < 64 then cut high frequency, > 64 then boost high frequency. 64=normal. Press the ENTER button to confirm.



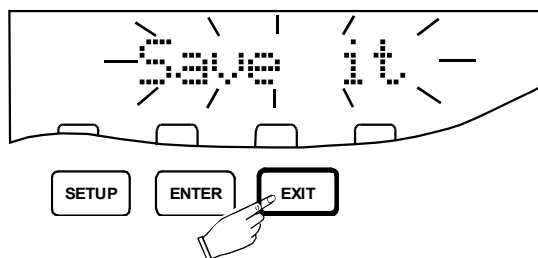
### 2-5 COMPLETE THE USER REVERB SETUP

Press the EXIT button anytime during the setup to terminate.

If you do not make any change, it'll exit and back to the item select window.

If you made change during the setup, you can save setting results. Press the ENTER button and the current settings will be saved.

Or, press the EXIT button to give up and back to the Item select window.



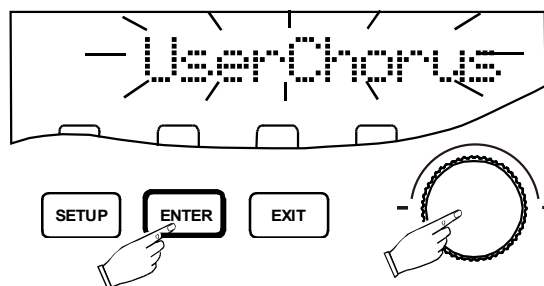
**Note:** The new setting is nonvolatile even the power turns off. You could recover the default setting with Reset function. Please refer to the <RESET> chapter for more information.

### (3) USER CHORUS EFFECT

The parameter name is "UserChorus".

This function makes it possible to create your own Chorus effect. It'll be included in the Sound Effects List named UserChorus for your choice. 4 parameters for User Chorus setup are listed below.

The way of the setup is the same as User Reverb setup.



Parameter	Description	Data
Mode	Effect Mode. Please refer to GLOBAL EDIT section of the chapter <DRUM KIT EDIT> for more information.	1=Chorus 2=Flanger 3=Tremolo 4=Phaser
Feedback	The chorus type effects have a feedback loop after the delay. Feeding back a small amount of the sound intensifies the effect.	0 - 127
Pre-HP	Pre Hi-pass filter. It filters out low frequency	0 - 127
LFO Rate	Low Frequency Oscillator (LFO) rate is applied as modulation rate. Higher is the rate, more intensive will be the effect.	0 - 127
Depth	Depth is the maximum amount of modulation applied to the delay.	0 - 127

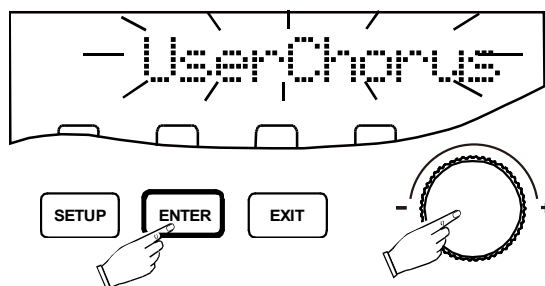
## SYSTEM SETUP

### (4) USER DELAY EFFECT

The parameter name is “User Delay”.

This function makes it possible to create your own Chorus effect. It'll be included in the Sound Effects List named UserChorus for your choice. 4 parameters for User Chorus setup are listed below.

The way of the setup is the same as User Reverb setup.

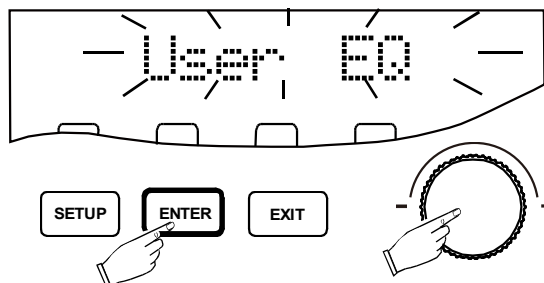


Parameter	Description	Data
Mode	Effect Mode. Please refer to GLOBAL EDIT section of the chapter <DRUM KIT EDIT> for more information.	1=Chorus 2=Flanger 3=Tremolo 4=Phaser
Feedback	The chorus type effects have a feedback loop after the delay. Feeding back a small amount of the sound intensifies the effect.	0 - 127
Pre-HP	Pre Hi-pass filter. It filters out low frequency	0 - 127
LFO Rate	Low Frequency Oscillator (LFO) rate is applied as modulation rate. Higher is the rate, more intensive will be the effect.	0 - 127
Depth	Depth is the maximum amount of modulation applied to the delay.	0 - 127

### (5) USER EQUALIZER

The parameter name is “User EQ”.

This function makes it possible to create your own 4-Band Parametric Equalizer. It'll be included in the Sound Effects List named User EQ for your choice. There are 4 parameters for User Equalizer setup listed below. The way of the setup is the same as User Reverb setup.



∴

Parameter	Description	Data
Gain Bass	Gain of the Bass band	
Gain LowM	Gain of the Middle-Low band	
Gain HighM	Gain of the Middle-High band	
GainTreble	Gain of the Treble band	

### 3. EXIT THE SYSTEM SETUP

In the System Setup item select window, press the EXIT button to exit and turn to the Setup window.

In the Setup window, press the EXIT or KIT or SETUP button to exit and turn to the Kit selection window.

## RESET

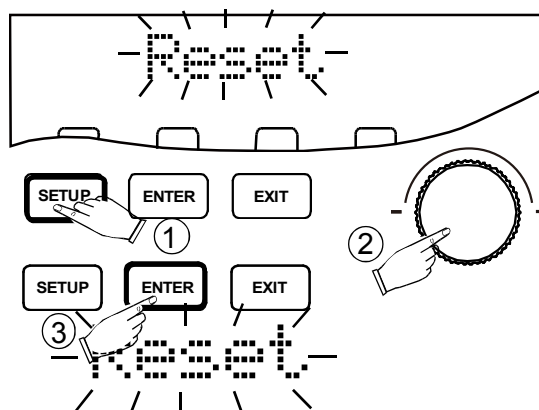
After system setup, advanced edit, kit edit and phrase record, all of changes are saved in the unit. This feature allows you to recover the factory settings.

In the Kit select window, press the SETUP button. There are 4 modes can be selected. Rotate the Data knob until "Reset" appear then press the ENTER button to confirm.

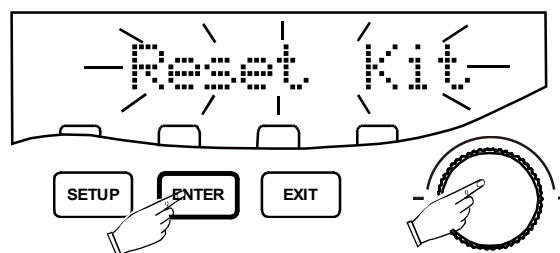
Press the EXIT button or SETUP button again to exit and turn to the Kit selection window.

There are five Reset modes can be selected. When the reset mode name appears and blinks, rotate the Data Knob to select a mode you desire, then press the ENTER button to confirm.

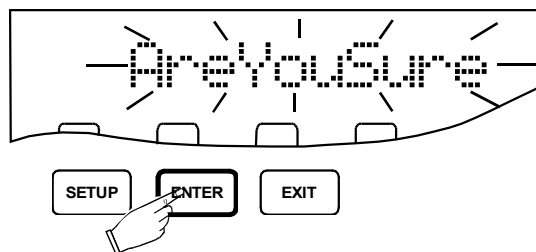
Or, press the EXIT button and back to the Reset window.



1. Reset Kit - Reset all kit configurations which changed during the kit editing. When "Reset Kit" is blinking, press the ENTER button. The display will show "AreYouSure". Press the ENTER button to confirm or press the EXIT button to cancel. Then, it'll return to the Setup window.



2. Reset Adv - Reset all advanced edit which changed during the advanced editing. When "Reset Adv" is blinking, press the ENTER button. The display will show "AreYouSure". Press the ENTER button to confirm or press the EXIT button to cancel. Then, it'll return to Setup window.



3. Reset Sys - Reset all System Setup which changed during the System Setup. When "Reset Sys" is blinking, press the ENTER button. The display will show "AreYouSure". Press the ENTER button to confirm. Or, press the EXIT button to cancel. Then, it'll return to the Setup window.

4. Reset Phr - Erase all phrases recorded by user. When "Reset Sys" is blinking, press the ENTER button. The display will show "AreYouSure". Press the ENTER button to confirm. Or, press the EXIT button to cancel. Then, it'll return to the Setup window.

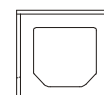
5. Reset All - Reset all items above. When "Reset All" is blinking, press the ENTER button. The display will show "AreYouSure". Press the ENTER button to confirm. Or, press the EXIT button to cancel. Then, it'll return to the Setup window.

**Note:** Don not strike any pad after press the ENTER button until it back to the Setup window. It needs couple of second.

## MIDI & USB

MIDI stands for Musical Instrument Digital Interface. This is a world wide standard communication interface that enables electronic musical instruments and computers to communicate with each other so that instructions and other data can pass between them. This exchange of information makes it possible to create a system of MIDI instruments and devices that offers far greater versatility and control than is available with isolated instruments. Whether you interface with computers, sequencers, expanders or other equipment your musical horizons will be greatly enhanced. For instance, you can edit your playing in computer or playback MIDI song from computer while play the drum.

**USB** - The USB connector allows you to connect the drum directly to your computer. It can connected without driver installation under the Windows XP, Windows Vista, Windos 7 & MAC OSX environment. The drum will be recognized as USB Audio device to receive and transmit the same MIDI messages described above.



USB

MIDI APPLICATION CHART

Function	Transmitted	Recognized	Remarks
Basic Channel	10	1-16	
Note Number	0-127	0-127	
Velocity: Note ON Note OFF	1-127 64	0-127 0-127	
Major Controls: B9h 04h xxh Bxh 79h 00h Bxh 7Bh 00h	Yes Yes Yes	X Yes Yes	Hi-Hat pedal control Reset All Controller All Notes OFF
Program Change	X	Yes *	
System Exclusive	Yes	Yes **	
RPN	X **	Yes **	
NRPN	Yes	Yes **	

\* Chanel 10 supports Bank 0 only

\*\* If you need detailed information about Exclusive, RPN and NRPN, please contact your vender

**Note:** Transmitted note through chanel 10 are fixed as below:

PAD

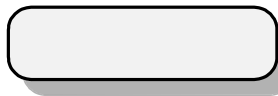
Pad	Layer A Note	Layer B Note	Pad	Layer A Note	Layer B Note
Pad 1	20	21	Pad 5	28	29
Pad 2	22	23	Pad 6	30	31
Pad 3	24	25	Pad 7	32	33
Pad 4	26	27	Pad 8	34	35

EXTERNAL INSTRUMENT

Instrument	Note	Instrument	Note
Snare	38	Hi-Hat Open	46
Snare Rim1	37	Hi-Hat Close	42
Snare Rim2	40	Hi-Hat Pedal	44
Ride Head	51	Kick	36
Ride Edge	59	Ride Mute	6
Ride Bell	53	Ride Edge mute	8

## FLOW CHART

### DESCRIPTION OF SYMBOLS IN THE FLOW CHART



The function block



The control button. The button inside the block is controller of the function.



The data knob.



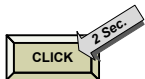
The button outside the block represents link among blocks by pressing the button. The arrow Indicates when the button can be pressed. If the start point of the arrow is at the edge of the block, you can press the button anytime during the function executing. If the start point is inside the block, the buttons is effective in certain stage of the function only that is indicated by start point of the arrow.



Thick line arrow. The direction to another block when press the button



Thin line arrow. The inner flow direction of the function



Press and hold down the button for 2 seconds



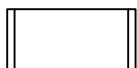
The first row of the display on the screen



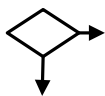
Temporary display for one sencond



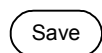
Flash parameter can be changed by the data knob or pedal switch



Executive procedure



Branch

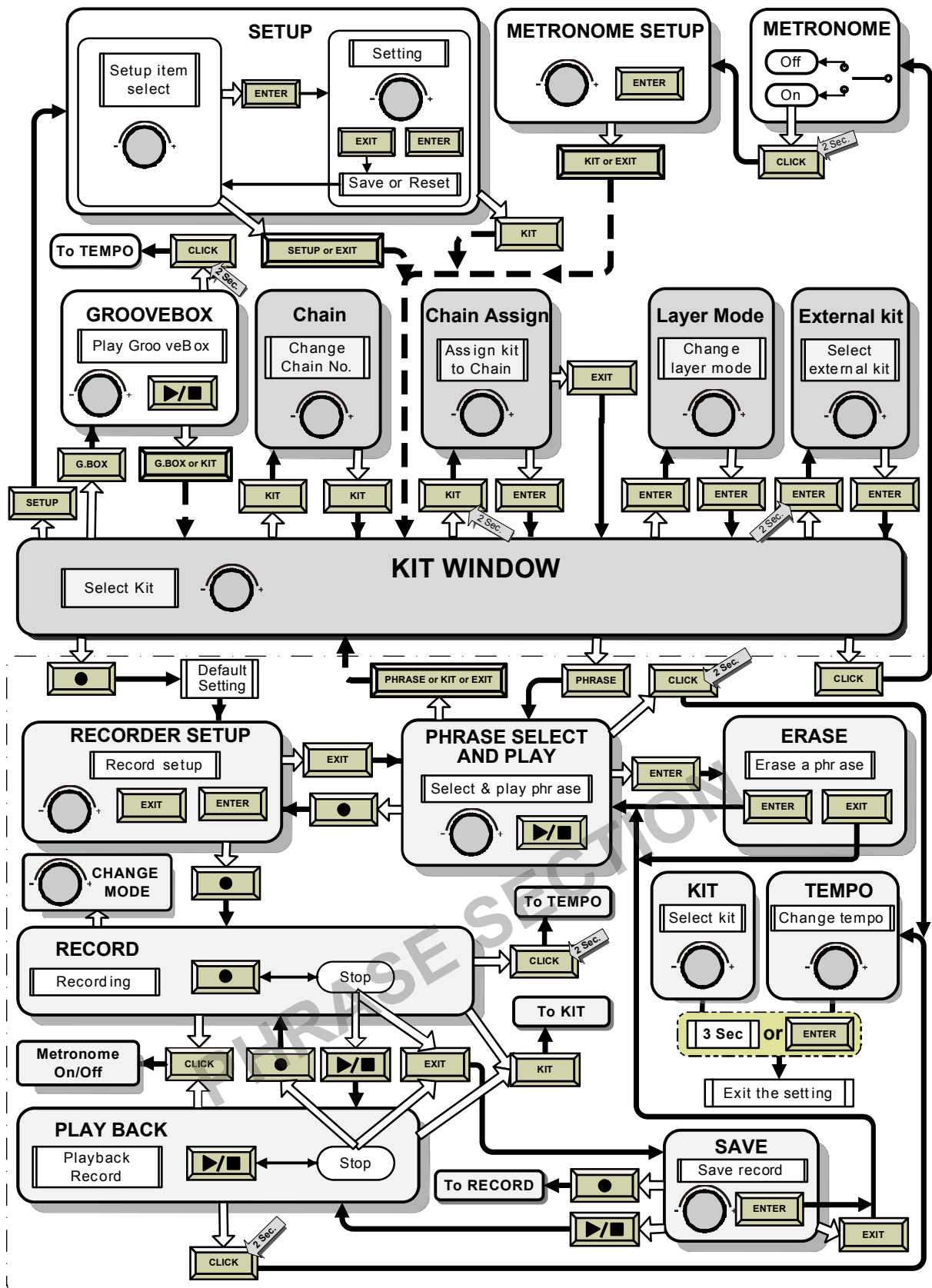


Action

**Note:** The pedal switch has the same function as data knob, if it is assigned to +/- type  
The pedal switch has the same function as Play/Stop button, if it is assigned to Start/Stop type

# FLOW CHART

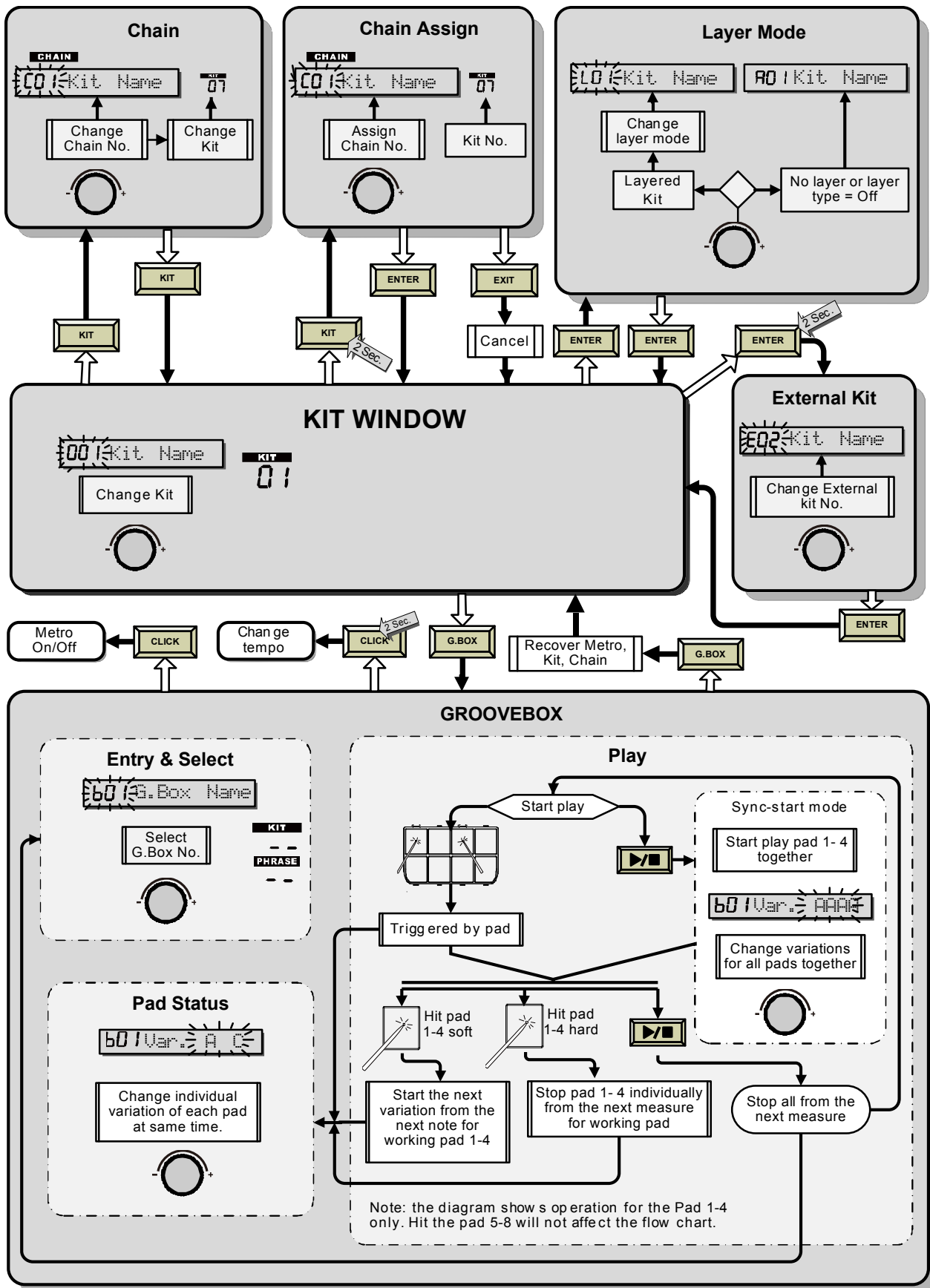
## OVERALL





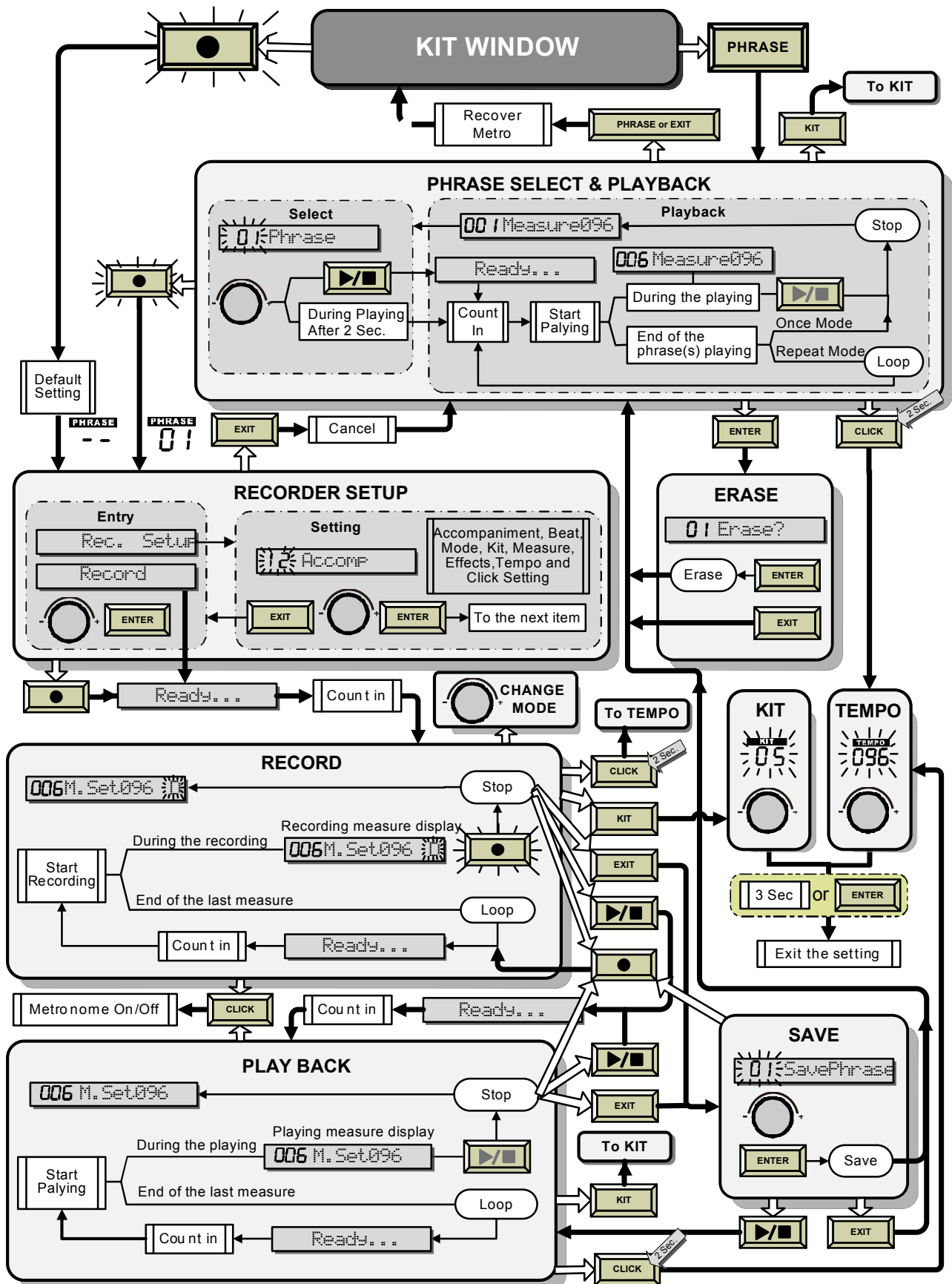
# FLOW CHART

## KIT & GROOVEBOX



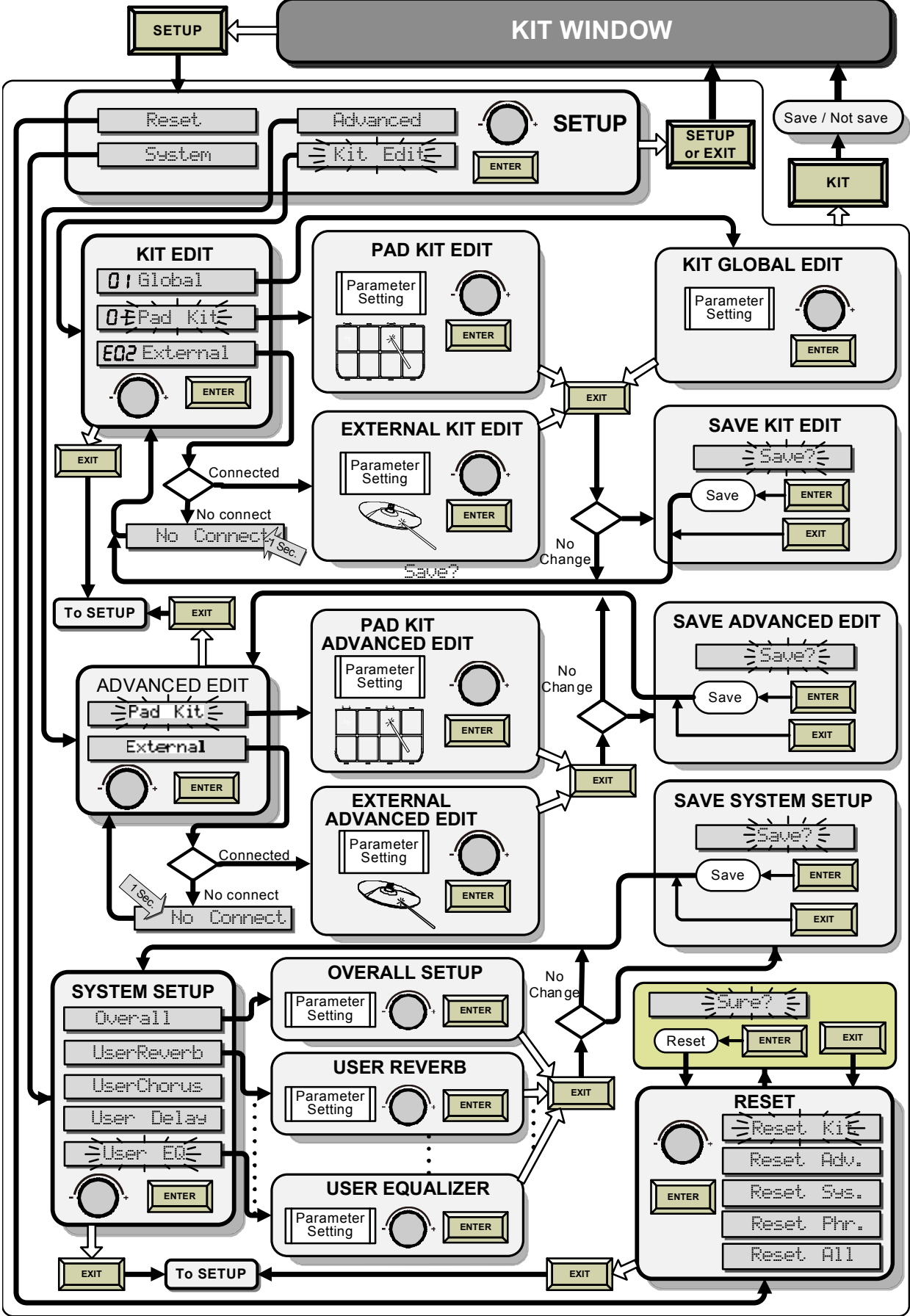
# FLOW CHART

## PHRASE



## FLOW CHART

## SETUP (KIT EDIT, ADVANCED EDIT, SYSTEM SETUP, RESET)



## KIT LIST

1	Standard	28	LudNa	U05	UserKit05
2	Rock	29	Joy	U06	UserKit06
3	Jazz	30	Pobrush	U07	UserKit07
4	Funky	31	Comet	U08	UserKit08
5	1-STDdrum	32	Slap	U09	UserKit09
6	2-STDdrum	33	MotoDrum	U10	UserKit10
7	E-Drum2	34	MadDrum	U11	UserKit11
8	PennyRo	35	PowerEle	U12	UserKit12
9	WoodDJ	36	Bloom	U13	UserKit13
10	B-Box	37	PopRock	U14	UserKit14
11	SandBag	38	Moby	U15	UserKit15
12	HipHop	39	Walker	U16	UserKit16
13	ROOMdrum	40	Poblue	U17	UserKit17
14	DoubleBass	41	Crush	U18	UserKit18
15	Chinese	42	PowerJAZ	U19	UserKit19
16	Latin	43	Boxer	U20	UserKit20
17	TexBlues	44	BrushDrum	U21	UserKit21
18	JoJo	45	Asian	U22	UserKit22
19	Jama	46	OrcDrum	U23	UserKit23
20	BigLud	47	DWSound	U24	UserKit24
21	Who	48	Largeamb	U25	UserKit25
22	POWlay	49	PowerRoll	U26	UserKit26
23	Mass	50	MadDrum	U27	UserKit27
24	Match	U01	UserKit01	U28	UserKit28
25	ELECdrum	U02	UserKit02	U29	UserKit29
26	RealDrum	U03	UserKit03	U30	UserKit30
27	TR808drum	U04	UserKit04		

**Note:** Default assignment for all User Kits is Standard

### QUICK SELECTION

QUICK SELECTION BUTTON No.	KIT No.	KIT NAME
1	1	Standard
2	9	WoodDJ
3	12	HipHop
4	15	Chinese
5	23	Mass
6	25	ELECdrum
7	36	Bloom
8	37	PopRock
9	50	MadDrum

## GROOVEBOX & ACCOMPANIMENT LIST

GrooveBox List

No.	GrooveBox	No.	GrooveBox
01	Bossa Nova	11	Mixer
02	California	12	Smooth
03	Let's rock	13	Carbon
04	Pop ballad	14	Brothers
05	Riff	15	U got it
06	Synth	16	Stay
07	Waltz	17	Find
08	Hoy Ti	18	The way
09	Games	19	Cici
10	Step by Step	20	That's it

Accompaniment List

No.	Accompaniment	No.	Accompaniment
01	Bottle	11	Binary
02	Bowdown	12	carryout
03	Free mind	13	Marie
04	Remcele	14	Sea
05	Smile	15	Spud
06	Vida	16	May
07	Wish	17	Look
08	Sunshine	18	Soft
09	Challenge	19	Being
10	Month	20	Murder

## SOUND EFFECTS LIST

Reverb Type List

No.	Description	Display	No.	Description	Display
01	Short Room A	ShortRoomA	15	Gated Reverb A	Gated RevA
02	Short Room B	ShortRoomB	16	Gated Reverb B	Gated RevB
03	Short Room C	ShortRoomC	17	Gated Plate A	Gtd PlateA
04	Room A	Room A	18	Gated Plate B	Gtd PlateB
05	Room B	Room B	19	Mono Echo	Mono Echo
06	Small Hall A	SmallHallA	20	Stereo Echo	StereoEcho
07	Small Hall B	SmallHallB	21	Mono 3/4 Echo	M.Echo 3/4
08	Large Hall A	LargeHallA	22	Stereo 3/4 Echo	S.Echo 3/4
09	Large Hall B	LargeHallB	23	Mono 4/4 Echo	M,Echo 4/4
10	Short Plate	ShortPlate	24	Stereo 4/4 Echo	S.Echo 4/4
11	Vocal Plate	VocalPlate	25	Mono Triplet Echo	M.Echo Tri
12	Church A	Church A	26	Stereo Triplet Echo	S.Echo Tri
13	Church B	Church B	27	User Veverb	UserReverb
14	Cathedral	Cathedral			

Chorus Type List

No.	Description	Display	No.	Description	Display
01	Chorus Light 1	Lt.Chorus1	13	Flange Slow Deep	Slw Flange
02	Chorus Light 2	Lt.Chorus2	14	Flange Deep	Dp.Flange
03	Chorus Medium 1	Md.Chorus1	15	Phaser Light	Lt.Phaser
04	Chorus Medium 2	Md.Chorus2	16	Phaser Medium	Md.Phaser
05	Chorus Deep 1	Dp.Chorus1	17	Phaser Slow Deep	Slw Phaser
06	Chorus Deep 2	Dp.Chorus2	18	Phaser Fast	Fst.Phaser
07	Chorus Fast 1	FstChorus1	19	Tremolo Slow	SlwTremolo
08	Chorus Fast 2	FstChorus2	20	Tremolo Medium 1	Md.Tremlo1
09	Resonant Chorus	Res.Chorus	21	Tremolo Medium 2	Md.Tremlo2
10	Long Time Chorus	LT.Chorus	22	Tremolo Fast	Fst.Tremlo
11	Flange Light	Lt.Flange	23	User Chorus	UserChorus
12	Flange Medium	Md.Flange			

Delay Type List

No.	Description	Display	No.	Description	Display
01	Delay 1	Delay 1	04	Delay 4	Delay 4
02	Delay 2	Delay 2	05	User Delay	User Delay
03	Delay 3	Delay 3	06	Delay 3	Delay 3

## VOICE LIST

No.	Display	Description	No.	Display	Description	No.	Display	Description
1	Kick 1	Standard Kick 1	46	Kick 46	Cartoon Kick	91	Snare 31	Standard Snare 5
2	Kick 2	Standard Kick 2	47	Kick 47	Disco Kick	92	Snare 32	FXS Snare 2
3	Kick 3	Low Kick 1	48	Kick 48	Low Kick 4	93	Snare 33	Power Snare 3
4	Kick 4	Standard Kick 3	49	Kick 49	Fusion Kick 1	94	Snare 34	Old Snare 1
5	Kick 5	Electronic Kick 1	50	Kick 50	Fusion Kick 2	95	Snare 35	Old Snare 2
6	Kick 6	Funk Kick	51	Kick 51	Fusion Kick 3	96	Snare 36	Power Snare 4
7	Kick 7	Electronic Kick 2	52	Kick 52	Jazz Kick 1	97	Snare 37	Old Snare 3
8	Kick 8	Standard Kick 4	53	Kick 53	Jazz Kick 2	98	Snare 38	Mute Snare
9	Kick 9	Standard Kick 5	54	Kick 54	Stick Kick	99	Snare 39	HipHop Snare 3
10	Kick 10	Low Kick 2	55	Kick 55	House Kick 2	100	Snare 40	HipHop Snare 4
11	Kick 11	Rock Kick 1	56	Kick 56	House Kick 3	101	Snare 41	HipHop Snare 5
12	Kick 12	Rock Kick 2	57	Kick 57	Power Q Kick	102	Snare 42	Fusion Snare
13	Kick 13	Rock Kick 3	58	Kick 58	Low Kick 5	103	Snare 43	Power Snare 5
14	Kick 14	Rock Kick 4	59	Kick 59	Q Kick 2	104	Snare 44	Rock Snare 6
15	Kick 15	Rock Kick 5	60	Kick 60	Hard Kick	105	Snare 45	Low Snare
16	Kick 16	Rock Kick 6	61	Snare 1	Standard Snare 1	106	Snare 46	Latin Snare 3
17	Kick 17	Rock Kick 7	62	Snare 2	Standard Snare 2	107	Snare 47	Electronic Snare 2
18	Kick 18	Q Kick 1	63	Snare 3	Standard Snare 3	108	Snare 48	Noise Snare
19	Kick 19	R&B Kick	64	Snare 4	Standard Snare 4	109	Snare 49	Electronic Snare 3
20	Kick 20	Room Kick 1	65	Snare 5	Q Snare 1	110	Snare 50	Jazz Snare 5
21	Kick 21	Latin Kick	66	Snare 6	Q Snare 2	111	Snare 51	Electronic Snare 4
22	Kick 22	Hiphop Kick 1	67	Snare 7	Q Snare 3	112	Snare 52	Electronic Snare 5
23	Kick 23	Hiphop Kick 2	68	Snare 8	Rock Snare 1	113	Snare 53	Funk Snare 3
24	Kick 24	Hiphop Kick 3	69	Snare 9	Electronic Snare 1	114	Snare 54	Rock Snare 7
25	Kick 25	Hiphop Kick 4	70	Snare 10	Rock Snare 2	115	Snare 55	Step Snare
26	Kick 26	Hiphop Kick 5	71	Snare 11	Jazz Snare 1	116	Snare 56	Rock Snare 8
27	Kick 27	Noise Kick	72	Snare 12	Jazz Snare 2	117	Snare 57	Rock Snare 9
28	Kick 28	Ord Kick 1	73	Snare 13	HipHop Snare 1	118	Snare 58	Rock Snare 10
29	Kick 29	Ord Kick 2	74	Snare 14	Power Snare 1	119	Snare 59	HipHop Snare 6
30	Kick 30	Ord Kick 3	75	Snare 15	Funk Snare 1	120	Snare 60	Q Snare 4
31	Kick 31	Ord Kick 4	76	Snare 16	Jazz Snare 3	121	Snare 61	Power Snare 6
32	Kick 32	Ord Kick 5	77	Snare 17	Rock Snare 3	122	Sn-Sid 1	Q Snare Rim 1
33	Kick 33	Ord Kick 6	78	Snare 18	Orc Snare	123	Sn-Sid 2	Q Snare Rim 2
34	Kick 34	High Kick 1	79	Snare 19	Rock Snare 4	124	Sn-Sid 3	Q Snare Rim 3
35	Kick 35	Vol Low Kick 1	80	Snare 20	Power Snare 2	125	Sn-Sid 4	Standard Snare Rim 1
36	Kick 36	High Kick 2	81	Snare 21	Latin Snare 1	126	Sn-Sid 5	Voc Snare Rim
37	Kick 37	Vol Low Kick 2	82	Snare 22	Rock Snare 5	127	Sn-Sid 6	Standard Snare Rim 2
38	Kick 38	Room Kick 2	83	Snare 23	Jazz Snare 4	128	Sn-Sid 7	Rock Snare Rim 1
39	Kick 39	High Kick 3	84	Snare 24	Voc Snare	129	Sn-Sid 8	Electronic Snare Rim
40	Kick 40	High Kick 4	85	Snare 25	HipHop Snare 2	130	Sn-Sid 9	Jazz Snare Rim
41	Kick 41	Step Kick	86	Snare 26	Latin Snare 2	131	Sn-Sid 10	FXS Snare Rim 1
42	Kick 42	Low Kick 3	87	Snare 27	Funk Snare 2	132	Sn-Sid 11	Voc Snare Rim 2
43	Kick 43	Room Kick 3	88	Snare 28	R&B Snare 1	133	Sn-Sid 12	Jazz Snare Rim
44	Kick 44	House Kick 1	89	Snare 29	FXS Snare 1	134	Sn-Sid 13	R&B Snare Rim
45	Kick 45	Power Kick 1	90	Snare 30	R&B Snare 2	135	Sn-Sid 14	Funk Snare Rim

## VOICE LIST

No.	Display	Description	No.	Display	Description	No.	Display	Description
136	Sn-Sid 15	FXS Snare Rim 2	181	Tom-Mi 20	Latin Mid Tom 3	226	Hat-CI 12	Rock Close 4
137	Tom-Hi 1	Q High Tom 1	182	Tom-Mi 21	Wood Mid Tom 2	227	Hat-CI 13	R&B Close 1
138	Tom-Hi 2	Q High Tom 2	183	Tom-Mi 22	Mute Mid Tom	228	Hat-CI 14	Standard Close 3
139	Tom-Hi 3	Q High Tom 3	184	Tom-Mi 23	Power Mid Tom 2	229	Hat-CI 15	FXS Close 1
140	Tom-Hi 4	Q High Tom 4	185	Tom-Mi 24	Fusion Mid Tom	230	Hat-CI 16	Standard Close 4
141	Tom-Hi 5	Standard High Tom	186	Tom-Mi 25	Q Mid Tom 3	231	Hat-CI 17	Jazz Close 2
142	Tom-Hi 6	Rock High Tom 1	187	Tom-Lo 1	Q Low Tom 1	232	Hat-CI 18	FXS Close 2
143	Tom-Hi 7	Jazz High Tom 1	188	Tom-Lo 2	Q Low Tom 2	233	Hat-CI 19	Electronic Close 3
144	Tom-Hi 8	Rock High Tom 2	189	Tom-Lo 3	Q Low Tom 3	234	Hat-CI 20	Voc Close
145	Tom-Hi 9	Funk High Tom	190	Tom-Lo 4	Standard Low Tom 1	235	Hat-CI 21	Rock Close 5
146	Tom-Hi 10	Electronic High Tom 1	191	Tom-Lo 5	Rock Low Tom 1	236	Hat-CI 22	Noise Close
147	Tom-Hi 11	Latin High Tom 1	192	Tom-Lo 6	FXS Low Tom	237	Hat-CI 23	Standard Close 5
148	Tom-Hi 12	R&B High Tom	193	Tom-Lo 7	Jazz Low Tom 1	238	Hat-CI 24	Standard Close 6
149	Tom-Hi 13	FXS High Tom 1	194	Tom-Lo 8	Rock Low Tom 2	239	Hat-CI 25	Rock Close 6
150	Tom-Hi 14	Rock High Tom 3	195	Tom-Lo 9	Funk Low Tom	240	Hat-Op 1	Standard Open 1
151	Tom-Hi 15	Jazz High Tom 2	196	Tom-Lo 10	Jazz Low Tom 2	241	Hat-Op 2	Jazz Open 1
152	Tom-Hi 16	Old High Tom	197	Tom-Lo 11	Latin Low Tom 2	242	Hat-Op 3	Voc Open
153	Tom-Hi 17	Rock High Tom 4	198	Tom-Lo 12	Jazz Low Tom 3	243	Hat-Op 4	Rock Open 1
154	Tom-Hi 18	Wood High Tom 1	199	Tom-Lo 13	Power Low Tom 1	244	Hat-Op 5	Electronic Open 1
155	Tom-Hi 19	Electronic High Tom 2	200	Tom-Lo 14	Standard Low Tom 2	245	Hat-Op 6	Electronic Open 2
156	Tom-Hi 20	Wood High Tom 2	201	Tom-Lo 15	Room Low Tom	246	Hat-Op 7	Funk Open 1
157	Tom-Hi 21	FXS High Tom 2	202	Tom-Lo 16	Wood Low Tom 1	247	Hat-Op 8	FXS Open 1
158	Tom-Hi 22	Power High Tom	203	Tom-Lo 17	Electronic Low Tom 1	248	Hat-Op 9	Rock Open 2
159	Tom-Hi 23	Step High Tom	204	Tom-Lo 18	Noise Low Tom 1	249	Hat-Op 10	Funk Open 2
160	Tom-Hi 24	Room High Tom	205	Tom-Lo 19	Electronic Low Tom 2	250	Hat-Op 11	Electronic Open 3
161	Tom-Hi 25	Bk High Tom	206	Tom-Lo 20	R&B Low Tom 1	251	Hat-Op 12	FXS Open 2
162	Tom-Mi 1	Q Mid Tom 1	207	Tom-Lo 21	Noise Low Tom 2	252	Hat-Op 13	Standard Open 2
163	Tom-Mi 2	Q Mid Tom 2	208	Tom-Lo 22	Power Low Tom 2	253	Hat-Op 14	FXS Open 3
164	Tom-Mi 3	Standard Mid Tom 1	209	Tom-Lo 23	Hard Low Tom 1	254	Hat-Op 15	Electronic Open 4
165	Tom-Mi 4	Funk Mid Tom	210	Tom-Lo 24	Wood Low Tom 2	255	Hat-Op 16	Wood Open
166	Tom-Mi 5	Electronic Mid Tom 1	211	Tom-Lo 25	Mute Low Tom	256	Hat-Op 17	Half Open
167	Tom-Mi 6	Wood Mid Tom 1	212	Tom-Lo 26	Rock Low Tom 3	257	Hat-Op 18	R&B Open
168	Tom-Mi 7	Rock Mid Tom 1	213	Tom-Lo 27	Power Low Tom 3	258	Hat-Op 19	Jazz Open 2
169	Tom-Mi 8	Power Mid Tom 1	214	Tom-Lo 28	R&B Low Tom 2	259	Hat-Ped 1	Standard Pedal 1
170	Tom-Mi 9	Latin Mid Tom 1	215	Hat-CI 1	Rock Close 1	260	Hat-Ped 2	Power Pedal
171	Tom-Mi 10	Rock Mid Tom 2	216	Hat-CI 2	Jazz Close 1	261	Hat-Ped 3	Rock Pedal 1
172	Tom-Mi 11	Latin Mid Tom 2	217	Hat-CI 3	Standard Close 1	262	Hat-Ped 4	Electronic Pedal
173	Tom-Mi 12	Standard Mid Tom 2	218	Hat-CI 4	Funk Close 1	263	Hat-Ped 5	Rock Pedal 2
174	Tom-Mi 13	Rock Mid Tom 3	219	Hat-CI 5	Rock Close 2	264	Hat-Ped 6	Funk Pedal 1
175	Tom-Mi 14	Room Mid Tom	220	Hat-CI 6	Funk Close 2	265	Hat-Ped 7	Jazz Pedal 1
176	Tom-Mi 15	R&B Mid Tom	221	Hat-CI 7	Rock Close 3	266	Crash 1	Standard Crash 1
177	Tom-Mi 16	Electronic Mid Tom 2	222	Hat-CI 8	Electronic Close 1	267	Crash 2	Standard Crash 2
178	Tom-Mi 17	Jazz Mid Tom 1	223	Hat-CI 9	Electronic Close 2	268	Crash 3	FXS Crash 1
179	Tom-Mi 18	HipHop Mid Tom 1	224	Hat-CI 10	Standard Close 2	269	Crash 4	HipHop Crash
180	Tom-Mi 19	HipHop Mid Tom 2	225	Hat-CI 11	Funk Close 3	270	Crash 5	DJ Crash



## VOICE LIST

No.	Display	Description	No.	Display	Description	No.	Display	Description
271	Crash 6	Rock Crash 1	316	China 9	Chinese Sound 9	361	Perc 42	Castinets
272	Crash 7	Rock Splash	317	China 10	Chinese Sound 10	362	Perc 43	Surdo-Mu
273	Crash 8	Electronic Crash 1	318	China 11	Chinese Sound 11	363	Perc 44	Surdo-Op
274	Crash 9	Mute Crash	319	China 12	Chinese Sound 12	364	Perc 45	Full Shaker
275	Crash 10	Voc Crash 1	320	Perc 1	CowBell 01	365	Perc 46	Full Claves
276	Crash 11	Voc Crash 2	321	Perc 2	CowBell 02	366	Perc 47	Full Cabasa
277	Crash 12	Rock Crash 2	322	Perc 3	CowBell 03	367	Perc 48	Full Maracas
278	Crash 13	Jazz Crash 1	323	Perc 4	CowBell 04	368	Perc 49	Tamute 01
279	Crash 14	Standard Crash 3	324	Perc 5	CowBell 05	369	Perc 50	Tamute 02
280	Crash 15	FXS Crash 2	325	Perc 6	CowBell 06	370	Perc 51	Tamute 03
281	Crash 16	Wood Crash	326	Perc 7	Cowbell 07	371	Fxs 1	Voice Effect 01
282	Crash 17	Electronic Crash 2	327	Perc 8	Con-Hi	372	Fxs 2	Voice Effect 02
283	Crash 18	Standard Crash 4	328	Perc 9	Con-Lo 01	373	Fxs 3	Voice Effect 03
284	Crash 19	Jazz Crash 2	329	Perc 10	Con-Lo 02	374	Fxs 4	Voice Effect 04
285	Crash 20	Standard Splash	330	Perc 11	Met Click	375	Fxs 5	Voice Effect 05
286	Crash 21	Standard Crash 5	331	Perc 12	Met Bell	376	Fxs 6	Voice Effect 06
287	Crash 22	Standard Crash 6	332	Perc 13	Hand Clap	377	Fxs 7	Voice Effect 07
288	Ride 1	Standard Ride 1	333	Perc 14	Chin Cy	378	Fxs 8	Voice Effect 08
289	Ride 2	Standard Ride 2	334	Perc 15	Tambourine	379	Fxs 9	Voice Effect 09
290	Ride 3	Rock Ride 1	335	Perc 16	Vibraslap	380	Fxs 10	Voice Effect 10
291	Ride 4	Standard Ride Bell	336	Perc 17	Bongo-Hi	381	Fxs 11	Voice Effect 11
292	Ride 5	Crash Ride	337	Perc 18	Bongo-Lo	382	Fxs 12	Voice Effect 12
293	Ride 6	Rock Ride 2	338	Perc 19	Conga-Mu	383	Fxs 13	Voice Effect 13
294	Ride 7	Electronic Ride 1	339	Perc 20	Conga-Op	384	Fxs 14	Voice Effect 14
295	Ride 8	FXS Ride 1	340	Perc 21	Conga-Lo	385	Fxs 15	Voice Effect 15
296	Ride 9	Electronic Ride 2	341	Perc 22	Timbale-Hi	386	Fxs 16	Voice Effect 16
297	Ride 10	Voc Ride	342	Perc 23	Timbale-Lo	387	Fxs 17	Voice Effect 17
298	Ride 11	Wood Ride	343	Perc 24	Agogo-Hi	388	Fxs 18	Voice Effect 18
299	Ride 12	FXS Ride 2	344	Perc 25	Agogo-Lo	389	Fxs 19	Voice Effect 19
300	Ride 13	Jazz Ride 1	345	Perc 26	Cabasa	390	Fxs 20	Voice Effect 20
301	Ride 14	Electronic Ride 3	346	Perc 27	Maracas	391	Fxs 21	Voice Effect 21
302	Ride 15	Electronic Ride 4	347	Perc 28	Whistle-Sh	392	Fxs 22	Voice Effect 22
303	Ride 16	Standard Ride 3	348	Perc 29	Whistle-Lg	393	Fxs 23	Voice Effect 23
304	Ride 17	Jazz Ride 2	349	Perc 30	Guiro-Sh	394	Fxs 24	Voice Effect 24
305	Ride 18	FXS Ride 3	350	Perc 31	Guiro-Lg	395	Fxs 25	Voice Effect 25
306	Ride 19	Pride Bell 1	351	Perc 32	Claves	396	Fxs 26	Voice Effect 26
307	Ride 20	Pride Bell 2	352	Perc 33	Block-Hi	397	Fxs 27	Voice Effect 27
308	China 1	Chinese Sound 1	353	Perc 34	Block-Lo	398	Fxs 28	Voice Effect 28
309	China 2	Chinese Sound 2	354	Perc 35	Cuica-Mu	399	Fxs 29	Voice Effect 29
310	China 3	Chinese Sound 3	355	Perc 36	Cuica-Op	400	Fxs 30	Voice Effect 30
311	China 4	Chinese Sound 4	356	Perc 37	Trian-Mu	401	Fxs 31	Voice Effect 31
312	China 5	Chinese Sound 5	357	Perc 38	Trian-Op	402	Fxs 32	Voice Effect 32
313	China 6	Chinese Sound 6	358	Perc 39	Shaker	403	Fxs 33	Voice Effect 33
314	China 7	Chinese Sound 7	359	Perc 40	Jingle Bell	404	Fxs 34	Voice Effect 34
315	China 8	Chinese Sound 8	360	Perc 41	Bell Tree	405	Fxs 35	Voice Effect 35

## VOICE LIST

No.	Display	Description	No.	Display	Description	No.	Display	Description
406	Fxs 36	Voice Effect 36	411	Fxs 41	Voice Effect 41	416	Fxs 46	Voice Effect 46
407	Fxs 37	Voice Effect 37	412	Fxs 42	Voice Effect 42	417	Fxs 47	Voice Effect 47
408	Fxs 38	Voice Effect 38	413	Fxs 43	Voice Effect 43	418	Fxs 48	Voice Effect 48
409	Fxs 39	Voice Effect 39	414	Fxs 44	Voice Effect 44			
410	Fxs 40	Voice Effect 40	415	Fxs 45	Voice Effect 45			

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Kick drum

Snare head

Snare rim

Hi-Tom

Middle-Tom

Low-Tom

Hi-Hat close

Hi-Hat open

Hi-Hat pedal

Cash Cymbal

Ride Cymbal

Chinese percussion sound

Other percussion sound

Effect sound

## SOUND EFFECTS LIST

## SPECIFICATIONS

Built-in Pad	8 built-in pads with velocity response and layer feature
External Trigger Input	Snare drum, Kick drum, Ride cymbal, Hi-Hat cymbal and Hi-Hat pedal
Voice	914
Drum Kit	80 Editable pad kits, 5 Editable external kits,
Layer Type	Switch, Mix, Fade, X.Fade, Off
GrooveBox	20 preset styles composed of drum kit beat and other instrument obligato, effect sound and sequential notes
Sound Effect	Reverb, Chorus, Delay and Flanger in professional DSP processor
Equalizer	8 preset types
Metronome	Volume, Tempo, Beat
Controls	Phone Volume and Master Volume knobs, Kit, Play/Stop, Record, Mode, Click, Phrase, Setup, Enter and Exit buttons, Data Knob
Setup Menu	Master tuning, Equalizer, Metronome, Foot switch pedal, Sensitivity, Headroom, Crosstalk, Mask Time, Triggering curve, User effects and Equalizer, Reset
Kit Edit	Voice, Volume, Pan, Pitch, Effect setting, Layer setting, External triggering
Phrase Loop	30 User phrase, 20 built-in Accompaniments, Measure setting, Over write and Over Dubbing record mode, Edit, Save, Playback, Erase,
Display	Custom back-light LCD
Power	9V DC
Connection	Headphone, Line Out (L/Mono, R), Line in, USB, MIDI In/Out, Foot Switch, External Trigger Input X 5, Power In
Dimensions	541 (W) X 332 (D) X 96 (H) mm

All specifications and appearances are subject to change without notice



# **HDP-01 DIGITAL DRUM USER'S MANUAL**

Shanghai Huaxin Musical Instrument Co., Ltd.  
35 Lao Shan Yi Cun  
Shanghai 200120  
China  
Tel: +86-21-58820000  
Fax: +86-21-58783113  
Email: [huaxin@huaxin-music.com](mailto:huaxin@huaxin-music.com)  
[www.huaxin-music.com](http://www.huaxin-music.com)

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